



MAXIMUM

APOCALYPSE

**THE ROLEPLAYING GAME
CORE RULEBOOK**

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Based on the original board game **MAXIMUM APOCALYPSE** created by Mike Gnade.



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GAME OVERVIEW

Maximum Apocalypse: The Roleplaying Game is a tabletop RPG based on the board game of the same name. This RPG seeks to expand the experiences of the board game and offer a more immersive environment for gamers.

Players take on the role of apocalypse survivors banded together in the post-apocalyptic wasteland to find resources and survive dangers. They are plagued by alien invaders, diseases, mutants, radiation, killer robots, giant monsters, supernatural horrors, and zombies. Players will delve into the scattered remains of humanity, seeking Component Pieces to maintain their gear and food to maintain their bodies. The more they find, the less resources remain, and the quicker their survival becomes bleaker.

Survival is not guaranteed; there are a multitude of ways to encounter death. Alien Invaders harvest survivors for organic components; Robots seek a utopia free from humans, and Zombies are insatiable stalkers. Maximum Apocalypse: the Roleplaying Game combat is a savage and brutal exchange of attacks against overwhelming odds.

Along with their companions, players use dice, teamwork, ingenuity, and special abilities to accomplish goals and overcome obstacles. Standing alive together when the smoke clears is the ultimate goal of Maximum Apocalypse: The Roleplaying game.

FACTS OF APOCALYPTIC LIFE

1: Civilization has collapsed. There is no returning to the way things were. Survivors must learn to adapt to what's left or die.

2: Humans are an endangered species. In the swirling chaos of the apocalypse, disease-free, unmutated humanoids are rare.

3: Resources are limited. There is a finite amount of salvageable goods in the world. What exists must be used in creative ways for survival.

4: Scavenging is life. While items can be created and maintained, nothing is permanent. Searching for Component Pieces is one of the primary means survivors are able to face their enemies.

5: There is no escape. Just as civilization will not be able to return to its former glory, safety is an illusion. Leaving one problem ALWAYS leads to another.

WHAT YOU NEED TO PLAY

Players should have character sheets, writing utensils, a common location, imagination, and at least one copy of this book to play the game. The game is based on the d100 percentile system, so to play fully, a group must have the following dice: 2d4, 2d6, 2d8, and 3d10 (1d10 as an Advantage/Disadvantage die).

All Base Stat, Skill, and Special Stat rolls use 2d10 (a d100) and will thus be the most common dice rolled in the game. While it is not required that every player have their own 3d10 (2d10 + 1d10 for Advantage/Disadvantage), the best way to play is if each of the players have their own dice to roll on their turn.

Optionally, players could use miniatures, maps, and monster tokens when playing Maximum Apocalypse: The Roleplaying Game. Rock Manor Games has these items included in the Legendary Edition of the Maximum Apocalypse Board Game. While these are not "necessary" for gameplay, they are available at <https://shop.rockmanorgames.com>.

THE CORE RULES VERSUS THE GAMEMASTER'S GUIDE

The rules contained within this book is everything you will need to from a player's perspective to play Maximum Apocalypse: The Roleplaying Game. The Gamemaster's Guide contains expanded rules (like those for social encounters), and how to use the rules in interesting ways to develop stories and campaigns. If you have a rules question not contained here, it will likely be contained in the Gamemaster's Guide.

HOW TO READ THE DICE

Dice rolls have designations like d4 or d6 which indicate the polyhedral die required. When rolled, the number on the top face of the dice determines the results.

In the case of a d100 percentile roll, two d10 dice are rolled, with one designated as a 10s number and the other as a 1s number to indicate the result. A 0 on the 10s die and a 1 on the 1s die as 001, while a roll of 0 on both dice indicates 100. A d10 die is available with preestablished numbers between 00 and 90 to express the purpose of the 10s die, but such dice are not required as long as a die is established with the GM as being the 10s die.

Dice notation is the system used to indicate the number of dice to be rolled and subtracted or added to the outcome of the roll. A notation with a number followed by the required polyhedral die indicates the additional number of dice to be used for a combined result. For example, the notation 2d6 indicates 2 six-sided dice should be rolled and their results summed.

DICE ROLLS AND SUCCESS (PAGE 47)

Maximum Apocalypse: The Roleplaying Game uses actions, challenges, and oppositions to create a story. Characters have attributes called **BASE STATS** that are the baseline for all actions. Dice rolls are d100 rolls and "Success" is determined when the d100 result **MEETS** or is **BELOW** the Base Stat **THRESHOLD**. **ADVANTAGE** and **DISADVANTAGE** are two conditions that influence dice rolls, causing the player to roll an extra 10s die and choose the higher or lower outcome based on the condition.





DEGREES OF SUCCESS (PAGE 47)

The Maximum Apocalypse: The Roleplaying Game rule system uses **THRESHOLDS** to determine varying levels of success called **DEGREES OF SUCCESS**. These thresholds exist at the Half and Quarter Values of the Base Stat, as well as at the 001 dice roll. Some skill tests will require certain thresholds denoting increased difficulty, called a **SUCCESS REQUIREMENT**.

DEGREES OF SUCCESS are used to determine better outcomes on rolls, like finding more items or knowing more information. Opposition actions require both parties rolling their d100 and comparing their **DEGREES OF SUCCESS**.

OVERVIEW OF GAME CONCEPTS

Here is a quick breakdown of the main concepts and mechanics of the game. Some rules have deeper dives into how they work within the Gamemaster Guide, making it a companion volume to this book.

ICONS:  = Component Pieces,  = Complex Part (4 ) ,  = Enemy Attraction Gauge

CHARACTER CREATION (PAGE 10)

The primary means by which characters are created is by selecting character archetypes and determining which of the many apocalypse scenarios their character survived. Players build their characters with all the components at hand, customizing their character for gameplay.

There are no “levels” but characters may use Experience Points gained at the end of scenarios to obtain new skill proficiencies, special abilities, or improve their Base Stats. Character Creation and Advancement is highly customizable.

CHARACTER STATS (PAGE 12)

Base Stats are: **STRENGTH, FORTITUDE, AGILITY, INTELLIGENCE, INSTINCT, CHARISMA, FIGHTING SKILL, BALLISTIC SKILL,** and **LUCK.**

Outside of Base Stats are **SPECIAL STATS** derived from the Base Stats which represent a character’s ability to overcome certain conditions. No skills are based on Special Stats.



Special Stats are: **BUILD, DODGE, HEALTH POINTS, IMMUNITY, INITIATIVE, LUCK USE PER GAME, RESILIENCE, RESOLVE,** and **SALVAGE.**

SKILLS AND LEVELS OF PROFICIENCY (PAGE 24)

There are 28 skills available to ALL characters and 5 levels of proficiency: **Not Proficient, Proficient, Skilled, Trained,** and **Mastered.** “Not Proficient” in a skill means that the character rolls with **DISADVANTAGE**, while being “Proficient” means that the character rolls a regular d100 (2d10) to determine the outcome. “Skilled,” “Trained,” and “Mastered” carry a cumulative +5 bonus to the **THRESHOLD** of the linked base stat.



Skills are: **ACADEMICS, ANIMAL KEN, ARCHERY, ATHLETICS, BLADES, BRAWL, CHARM, CLUBS, COMMAND, CRAFTING, DRIVE, FIREARMS, HEAVY WEAPONS, INTERROGATE, INTIMIDATE, LOCKPICK, MECHANICS, MEDICINE, NAVIGATION, PALMING, PERCEPTION, SCIENCE, STEALTH, SURVIVAL, TECH USE, TRACKING, WRANGLING,** and **XENOTECH USE.**



ENEMY ATTRACTION GAUGE (PAGE 51)

Enemies lurk all around survivors and characters' actions increase or decrease their chances of attracting an Enemy. "Enemy" is the term given to any creature or NPC who intends to cause injury or steal from the player characters. Their likelihood of attracting Enemies is tracked with a GM tool called the ENEMY ATTRACTION GAUGE . Gamemasters roll against the  as needed to determine if survivors have attracted nearby enemies to their location.

The Enemy Attraction Gauge is also used as the Gamemaster's stat when characters are Hunting (see Page 55). It can also be used to trigger certain events or actions in a scenario, which can change pacing for events.

SALVAGE AND REPAIRS (PAGE 57)

COMPONENT PIECES () are undefined spare parts expended for healing and repairs. The primary method by which characters obtain  is with their SALVAGE SPECIAL STAT.

Objects have their Armor Point or  values diminish over time, but characters can use their **CRAFTING**, **MECHANICS**, or **SCIENCE** skills to add  and Repair them. This method is also used to create new and improvised objects as needed throughout gameplay.

RANGES AND MOVEMENT (PAGE 72)

The exact distance between targets and characters is relative and broken into 4 Distances: **CLOSE**, **SHORT**, **MIDRANGE**, and **LONG**. Characters can move 1 Distance per Complex Action during Combat Rounds, but can move farther if they have Special Abilities or use Vehicles. The distances always remain "relative" and elastic.

COMBAT AND DAMAGE (PAGE 64)

Combat is a series of opposing dice rolls, comparing the **DEGREE OF SUCCESS** of Attacks versus Defensive Actions. The party with the better Degree of Success wins. Ties go to the Player if the Enemy is a "Minion" or "Goon," or the Enemy if it is a "Boss."

Physical Damage results in the diminishing of Armor Points or Health Points. Armor Points diminish **BEFORE** Health Points. The **CRAFTING** skill restores lost Armor Points, while the **MEDICINE** skill restores lost Health Points.

There are 4 other types of Damage: **RESILIENCE DAMAGE**, **RESOLVE DAMAGE**, **IMMUNITY DAMAGE**, and **HUNGER DAMAGE**. Indirect Physical damage, like falling, or electrical, are Resisted or Negated with the RESILIENCE SPECIAL STAT. Mental and Psychic damage are Resisted by the RESOLVE SPECIAL STAT. Disease and Radiation damage are Resisted by the IMMUNITY SPECIAL STAT. Hunger Damage can only be mitigated through the consumption of food, and gained by not consumer enough food each day.



PART 2:
CHARACTER CREATION



OVERVIEW

All characters are customized based on 5 Core Aspects: **PRIMARY ARCHETYPE**, **SECONDARY ARCHETYPE**, **PERSONAL APOCALYPSE**, **AGE**, and **LUCKY MUTATION**.

Character creation is done through a series of 7 phases, allowing players to tailor their survivor through development choices. Phase 6 determines the character descriptions and nuanced details of the characters, while phase 7 involves selecting gear.

At the outset of Character Creation, players will need a sheet of scratch paper. Players might also want a 1 ten-sided die (1d10).

PRIMARY AND SECONDARY ARCHETYPES (PAGES 13-19)

Character Skills and Special Abilities are primarily determined by the character's Primary and Secondary Archetypes. The Primary Archetype represents the majority of training and experience the character learned in the chaotic aftermath of the apocalypse. The Secondary Archetype represents their own personal studies of skills.

The Archetypes are: **Firefighter**, **Gunslinger**, **Hunter**, **Mechanic**, **Priest**, **Ronin**, **Scientist**, **Surgeon**, **Thief**, and **Veteran**

PERSONAL APOCALYPSE (PAGES 20-22)

Every character lives in a chaotic world of apocalypses. During the survival process, they were involved in a specific apocalypse scenario, which influenced their their Base Stats, Skill Proficiencies, and Special Abilities. Because they were focused on escaping this scenario, they have knowledge of the other apocalypses, but their Personal Apocalypse affected them the most and influenced their knowledge.

The Apocalypses are: **Alien Invansion**, **Food Riots**, **Kaiju Attack**, **Nuclear Holocaust**, **Peak Oil Collapse**, **Robot Uprising**, **Seismic Cataclysm**, **Supernatural Horros**, **The Rapture**, **Time Paradox**, and **Zombie Apocalypse**.

AGE (PAGE 23)

Age is not just a number. The character's Age influences their Base Stats and experience. A younger character suffers from a lack of skill proficiencies, while an older character suffers from the frailties of age. Characters who are 16 years or older can choose 1 Core Survivor skill proficiency per age bracket as skills they have picked up along the way: **CRAFTING**, **PERCEPTION**, **SURVIVAL**, and **TRACKING**.

The Age ranges are: **Child (0-15)**, **Youth (16-29)**, **Middle (30-45)**, **Mature (46-59)**, and **Geriatric (60+)**.

PHASES OF CHARACTER CREATION

- Phase 1: Base Stats (6 Steps)
- Phase 2: Skill Proficiencies (3 Steps)
- Phase 3: Special Stats
- Phase 4: Special Abilities (2 Steps)
- Phase 5: Luck Mutation
- Phase 6: Character Description
- Optional: Negative Traits
- Phase 7: Starting Gear

PHASE I: BASE STATS

Base Stats define the **THRESHOLDS** for ALL skill actions and the core information for the Special Stats. The first step in character creation is calculating the Base Stats.

Archetypes and Age increase and decrease the Base Stats, while Personal Apocalypses and Free Points can only increase them. The final tally becomes the character's Base Stats and can only be modified through the expenditure of Experience Points.

STEP I: STARTING BASE STATS

All human characters* start with 25 in the 9 Base Stats.

STARTING BASE STATS:

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	25	25	25	25	25	25	25	25

**Bandits and Mutants also start with 25 in each of the 9 Base Stats. Aliens, Robots, and other enemies have different Starting Base Stat values.*

The next page describes what these Base Stats are in greater detail. The next step will have you modify these base stats based on your character's archetype.

PHASE I: BASE STATS

STRENGTH (STR)

The character's physical strength and how good they are at manipulating their body to achieve certain tasks. Skills: Athletics.

FORTITUDE (FOR)

The character's physical health and resiliency. It affects how long the survivor character can hold their breath, and how long they can go without food before being affected.

AGILITY (AGI)

The character's hand-eye coordination and how well they can manipulate their joints. Skills: Archery, Lockpick, Palming, Stealth, Wrangle.

INTELLIGENCE (INT)

The character's logical thoughts and recall of information. This is the stat used to remember information. Skills: Academics, Mechanics, Medicine, Science, Tech Use.

INSTINCT (INS)

The character's perceptions of their surroundings and those hiding within it. Skills: Crafting, Drive, Navigation, Perception, Survival, Tracking, Xenotech Use.

CHARISMA (CHA)

The character's personality and how well they can convince others to agree with their ideas. Skills: Animal Ken, Charm, Command, Interrogate, Intimidate.

FIGHTING SKILL (FS)

The character's hand-to-hand melee combat skills. Skills: Blades, Brawl, Clubs

BALLISTIC SKILL (BS)

The character's ability to acquire targets and control projectile weaponry. Skills: Firearms, Heavy Weapons.

LUCK (LUCK)

How favorably the universe shines upon the character.

BASE STAT SKILL ACTIONS

CONTORTING

A character may need to move into a tight space. To do this, a character makes an **Agility Base Stat** roll with a modifier based on their **Build**.

LIFTING

A character can lift and carry any weight twice their **Build** without making a **Strength Base Stat** roll. For any weight over that, a character must make a **Strength Base Stat** Roll.

PRYING

A character can make a **Strength Base Stat** roll to open a space wide enough to enter without **Contorting**. They can also open a sealed object.

REMEMBERING

Characters can remember information based on their **Intelligence Base Stat**.

THROWING

Throwing is a Combat action based on the **Agility Base Stat**. A **SUCCESS** hits the target, person or location. Cannot throw past Midrange

THE FIREFIGHTER

“Kill it with Fire!”

Unlike the original meaning of the term, Firefighters do not fight fire. They are fighters who are inclined to use fire to solve problems. Because of this affinity, they usually wear heavy armor to withstand ongoing damage associated with fire, and have an increased Build and Resilience.

Group Role: Firefighters generally shine during combat, but also can perform secondary actions that help outside combat. Because of their Strength and Fortitude, Firefighters are able to carry most people and equipment out of harm’s way before rushing back into danger.

Stats: Fortitude, Strength, Fighting Skill
Skills: Athletics, Blades, Heavy Weapons

Gunslingers are survivors with an affinity for firearms. While any survivor can pick up a firearm, Gunslingers live and die with their gun in their hand. While bullets have a significant resource cost, their benefit to a Gunslinger outweighs this cost.

Group Role: Gunslingers have the added benefit of being slightly more charismatic than other characters. This makes them good leaders or secondary commanders and they are quite frequently invited into groups because of these abilities. Gunslingers often spend their downtime bolstering other group members and they are always willing to accept a friendly wager.

Stats: Ballistic Skill, Agility, Charisma
Skills: Charm, Firearms, Wrangling

THE GUNSLINGER

“I can shoot the fleas off a dog’s back.”

THE HUNTER



“You can’t kill what you can’t see.”

Hunters often work alone, scouting ahead of their companions to find optimal routes of travel and engaging with their enemies in silence. They are often lithe and agile, using Stealth as their primary tool, rivaling Gunslingers in their effectiveness at Ranged attacks, especially Called Shots.

Group Role: Hunters are usually very good solitary characters, but when they apply their abilities to groups, they can assist in navigating terrain, keeping camps safe, and finding food in the environment. Frequently, they provide valuable information to the group long before an attack occurs and are often the unsung heroes of any outings.

Stats: Agility, Instinct, Ballistic Skill
Skills: Archery, Stealth, Tracking

Mechanics support themselves and their companions by keeping gear in order and weapons functioning. Mechanics are both creative and technical, finding interesting ways to solve problems that are usually both inside and outside of the box. They are dynamic in their abilities, able to create and control drones, drive vehicles, and maintain barriers.

Group Role: Mechanics use their skills with Crafting and Mechanics to make and repair objects on the fly, giving them the ability to be extremely useful in combat. A Mechanic armed with components and a tool can keep an ally armored indefinitely.

Stats: Intelligence, Instinct, Agility
Skills: Drive, Mechanics, Tech Use

THE MECHANIC



“I’m keeping this thing together with bubblegum and duct tape.”

THE PRIEST

“There are powers greater than us.”

The unyielding faith of Priests bolsters their allies and keeps them alive in the direst of circumstances. While often not tremendously capable in combat, Priests rely on the power of their deity to keep themselves and their allies out of the hands of enemies. Their acumen at esoteric knowledge also provides much needed information in various situations.

Group Role: Priests have Special Abilities that grant temporary almost supernatural benefits to their allies. They have strong Resolve and can overcome fear by believing that they do not walk the cursed land alone.

Stats: Charisma, Instinct, Intelligence
Skills: Academics, Charm, Command

Armed with swords, spears, and sometimes shields, The Ronin runs headlong into the fight, preparing to overcome their enemy or die saving their allies. To them, dying in battle is the greatest achievement a warrior can obtain, especially if it means that others survive.

Group Role: Ronin are quintessential warriors, representing whatever warrior group they feel inclined to represent. Like Firefighters, they usually have the Build and Resilience to assist in many ways, but they often use this to hold the enemy at bay while their companions escape.

Stats: Fighting Skill, Strength, Fortitude
Skills: Blades, Perception, Survival

THE RONIN

“No one is invincible; you must live like you are already dead.”

THE SCIENTIST



“The more we know about the situation, the sooner we can adapt to overcome it.”

The Scientist relies on cunning to make it through each situation. Like the Mechanic, The Scientist is skilled in repairs, and like the Surgeon, they are adept at biology. Scientists are versatile, adding to any other survivor, and rely upon the group's cohesion to accomplish their goals.

Group Role: Scientists often function as support characters, using their CRAFTING, MECHANICS, and SCIENCE to make repairs, create new objects, and modify fortifications. Despite their usual lack of combat abilities, without the scientific knowledge needed to make chemicals, the global bullet supply would quickly disappear.

Stats: Intelligence, Instinct, Luck
Skills: Academics, Science, Xenotech Use

Most medical professionals were among the first to be overwhelmed in the aftermath of civilization's collapse. While survivors may understand human anatomy, Surgeons are the masters of the meat and the commanders of the brain, making them indispensable as companions.

Group Role: Surgeons keep the fleshy bits of every group held together, with duct tape if necessary. They are often keen at recognizing the growth of an infection or the slow death of an ally in the field, and can cross wits with Scientists.

Stats: Instinct, Intelligence, Charisma
Skills: Command, Medicine, Perception

THE SURGEON



“If you stopped getting stabbed, you wouldn't need me anymore.”

THE THIEF



“I think we need it more than they do.”

Morality in this world is grey to many, but especially The Thief. They are not inherently bad or selfish, as they use their talents to assist others in obtaining resources, but their skills make them both useful and terrifying. The Thief recognizes the utility of objects, giving them an edge when Salvaging, and their Stealthy nature helps a group without increasing the 🧠.

Group Roles: Thieves do a lot of the Salvaging for their allies, finding items and ⚙️ in places most wouldn't think to look. They are quite capable at stealthily removing enemies from combat, and therefore can show their effectiveness when push comes to shove.

Stats: Agility, Strength, Instinct
Skills: Lockpick, Palming, Stealth

Veterans have walked through fire and gained experience, wisdom, and a general understanding of what it takes to survive. They are usually distrusting, having seen allies turn traitor in the past, and but occasionally have an animal ally that they will not part with, even in the direst of circumstances.

Group Role: Veterans are capable in many areas, but often shine when it comes to setting up camp, avoiding enemies, and accomplishing intense tasks. If a group has earned their trust, a Veteran is fiercely loyal.

Stats: Luck, Fortitude, Agility
Skills: Firearms, Survival, Animal Ken

THE VETERAN



“I've seen things you wouldn't believe.”

STEP 2: SELECT PRIMARY ARCHETYPE

Next you will select a Primary Character Archetype. You will add or subtract the amount indicated on the following chart to your Base Stats*:

ARCHETYPE	STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
FIREFIGHTER	+15	+20	-10	-5			+10		+5
GUNSLINGER	-10		+15	-5	+5	+10		+20	
HUNTER		+5	+20		+15	-5	-10	+10	
MECHANIC		-10	+10	+20	+15	-5	+5		
PRIEST			-5	+10	+15	+20	-10		+5
RONIN	+15	+10			+5		+20	-10	-5
SCIENTIST	-10		-5	+20	+15	+5			+10
SURGEON	-10	-5		+15	+20	+10			+5
THIEF	+10	-5	+20		+5	+15		-10	
VETERAN	-5	+15	+10	-10				+5	+20

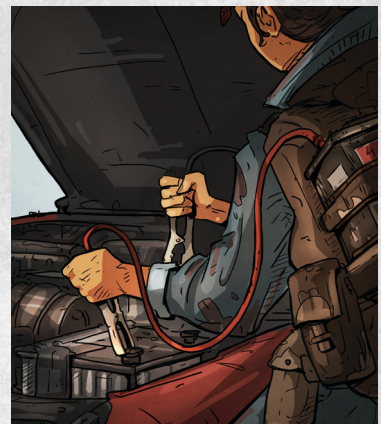


*No Base Stat should be below 5, but should a Base Stat drop below 5, Free Points must be added to the Base Stat until it is back up to 5.

STEP 3: SELECT SECONDARY ARCHETYPE

Next you will select your Secondary Archetype. This archetype will modify the Base Stats further. Characters may choose the same archetype as their primary archetype*:

ARCHETYPE	STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
FIREFIGHTER	+5	+10	-5						
GUNSLINGER	-5		+5					+10	
HUNTER			+10		+5		-5		
MECHANIC		-5		+10	+5				
PRIEST					+5	+10	-5		
RONIN	+5						+10	-5	
SCIENTIST	-5			+10	+5				
SURGEON	-5			+5	+10				
THIEF			+10			+5		-5	
VETERAN		+5		-5					+10



*When a character chooses the same secondary archetype as their first, they are a “paragon” of that archetype. This comes with it’s own consequences.

STEP 4: PERSONAL APOCALYPSES

The world has been devastated by the combined weight of multiple world-shattering scenarios. Next you will choose a personal apocalypse for your character that will further modify their Base Stats.



ALIEN INVASION

You were up close and personal with ET, maybe you even found yourself one of their abductees. You know their technology is organic in nature and that their weapons are primarily designed to Stun rather than Kill targets. But you also know that you are only a walking sack of Organic Component Pieces to them.

FOOD RIOTS

They told everyone to stay calm. They said that rationing was only temporary. They lied. While you did your best to keep yourself fed, you watched as helpless people turned on each other as supplies ran out. For you, the Purge became a reality.

KAIJU ATTACK

You have seen the giants and heard their roar. While you may not encounter them much anymore, the telltale shake of the ground or the distance chewing sound will usually let you know when one of these giants are approaching.



NUCLEAR HOLOCAUST

For you, it almost seemed like the mushroom clouds joined and created a single funnel, ushering in the end of the humanity. You may have been one of the lucky ones who found a bunker or one of the unlucky ones who barely escaped the blast.

PEAK OIL COLLAPSE

When human civility collapsed, you saw the ugliness that lies beneath. We are selfish, brutal, and ultimately weak. Taking to the road, you became a warrior, stealing from the worst dregs of survivors... all because of gas. Perhaps you skirted the edge of an Oil Barony, or maybe you were one of the bandits who maintained the Baron's supplies. Whatever the case, you are aware that humanity is its own Enemy.

**ROBOT UPRISING**

There were a lot of warnings that the first Fully Autonomous Drone Combat Force (ADCF) was a bad idea. Thanks to some ingenuity, you managed to escape the army of automatons that walk the planet eradicating humans wherever they find them. You know that just because the machine is off doesn't mean it isn't watching you.

SEISMIC CATAclySM

For you, the Earth quite literally collapsed. You were alone when you contorted your way through fallen buildings and climbed sheer surfaces to escape. You came out alive, intact, and without an Insanity Condition. But only just barely.

SUPERNATURAL HORRORS

Vampires, Werewolves, Kitsune, Goblins, and the Unseelie roam the darkness. They are not just children's tales. Boogeymen are real, lurking in the shadows and hunting humans each day, and you were once their prey.

**TIME PARADOX**

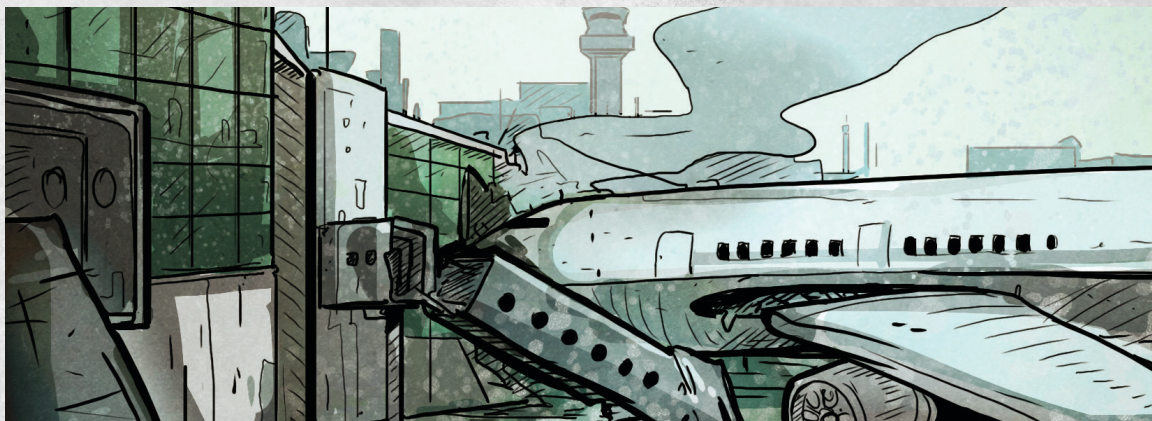
Some well-meaning scientist invented time travel and tried to fix things before they began. The paradox of this event continues to ripple, creating strange pockets where time does not exist, or recreates events long since forgotten. The world is a strange place, and you should know, because you either aren't from this time, and sometimes have memories of events that have not yet happened.

THE RAPTURE

After the trumpets of Heaven sounded, the gates to Valhalla were opened and Kalki descended to Earth. And while Fenrir began chewing, you watched as the minions of Al-Masīh ad-Dajjāl and Jesus continued their eternal war.

**ZOMBIE APOCALYPSE**

As people got sick, they were quarantined, but the virus escaped, and you got trapped. With Stealth, Combat and Cunning, you are free and quite aware of the Z-Virus and how it works. However, the tell-tale leathery moan of reanimated still haunts your dreams.



STEP 4: SELECT A PERSONAL APOCALYPSE

Characters gain modifications to Base Stats as indicated by their chosen Personal Apocalypse:

APOCALYPSE	STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
ALIEN INVASION			+5		+10			+5	
FOOD RIOTS		+5			+5		+10		
KAIJU ATTACK			+5	+5				+10	
NUCLEAR HOLOCAUST		+10				+5			+5
PEAK OIL COLLAPSE						+10	+5	+5	
ROBOT UPRISING	+5			+10					+5
SEISMIC CATAclySM	+5	+5	+10						
SUPERNATURAL HORRORS				+5	+10		+5		
THE RAPTURE			+5			+5			+10
TIME PARADOX				+5		+5			+10
ZOMBIE APOCALYPSE	+10				+5		+5		

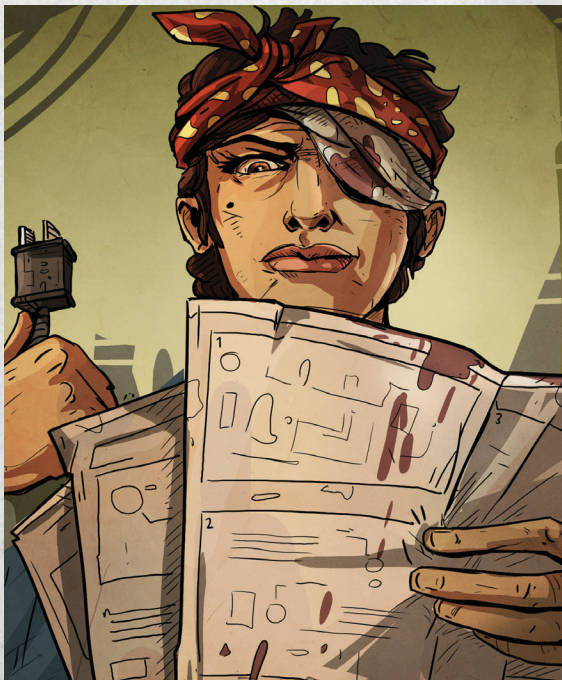
STEP 5: SELECT AN AGE

Choose an Age bracket and modify the Base Stats further. Characters gain 1 of the following Skill Proficiency per Age Category: **CRAFTING**, **PERCEPTION**, **SURVIVAL**, and **TRACKING**. The same Proficiency cannot be selected multiple times.

AGE		STR	FOR	INT	INS	CHA	LUCK	SKILL PROF
0-15	CHILD			-10	-10	+10	+10	-
16-29	YOUTH			-5	-5	+5	+5	1
30-45	MIDDLE							2
45-59	MATURE	-5		+5	+5	-5		3
60+	GERIATRIC	-10	-10	+10	+10	-10	+10	4

STEP 6: ASSIGN FREE DEVELOPMENT POINTS

Characters have free development points not reflected in their Archetypes, Apocalypse, or Age. Allocate 100 points at a 1-to-1 ratio to the Base Stats. No more than 35 points can be added to any single Base Stat, but Base Stats can be above 100.



PHASE 2: SKILL PROFICIENCY

There are 28 skills linked directly to the Base Stats. Characters gain the trait “Proficient” based on their creation choices. Characters can undertake any skill action, but if they are “Not Proficient” in the skill, they roll at **DISADVANTAGE**. Characters gain skill proficiencies through their **Archetypes**, **Personal Apocalypse**, and **Age**. Increasing a **Level of Proficiency** can be done after character creation through the expenditure of Experience Points, increasing the **THRESHOLD** by +5 (see table on page 44).

STRENGTH

Athletics

AGILITY

Archery
Lockpick
Palming
Stealth
Wrangle

INTELLIGENCE

Academics
Mechanics
Medicine
Science
Tech Use

INSTINCT

Crafting
Drive
Navigation
Perception
Survival
Tracking
Xenotech Use

CHARISMA

Animal Ken
Charm
Command
Interrogate
Intimidate

FIGHTING SKILL

Blades
Brawl
Clubs

BALLISTIC SKILL

Firearms
Heavy Weapons

ACADEMICS: The term for all intellectual skills that are not “active” (like Science or Crafting) and grants a +5 per **Degree of Success** to the **THRESHOLD** of the character’s next skill roll. This skill can also be used to assist others in **RESOLVE SPECIAL STAT** rolls to overcome Resolve Damage.

ANIMAL KEN: All actions related to animal empathy, training, and husbandry. It can be used to gain control of an animal and give them 1 command per **DEGREE OF SUCCESS**. See page 35 for commands.

ARCHERY: The ability to use bows and slingshots.

ATHLETICS: The ability to move the character’s body to counter adverse conditions affecting movement.

BLADES: The ability to use bladed weapons, whether striking or counterstriking.

BRAWL: The ability to use the physical body in combat, whether striking or counter striking.

CHARM: The ability to gain rapport and convince others of certain

ideas, whether through negotiation or bluffing. **This skill is resisted by the Resolve Special Stat.*

CLUBS: The ability to use blunt objects in combat, whether striking or counter striking.

COMMAND: The ability to use verbal and non-verbal communication to express ideas, feelings, and desires in a manner that provides a +5 per **Degree of Success** to an allies’ next action.

CRAFTING: The ability to Break, Create, Improve, Rebuild and Repair Armor, Barriers, most Special Items, and most Weapons. This does not include any electrical or mechanical items or chemicals and chemical reactions.

DRIVE: The ability to operate motorized vehicles, including air and water conveyances.

FIREARMS: The ability to use Firearms.

HEAVY WEAPON: The ability to use heavy and mounted weapons. This includes cannons, flamethrowers, mounted machine guns, mortars, rocket-propelled grenades, nuclear missiles, etc.

INTERROGATE: The ability to obtain information from others utilizing trick questions, double speak, torture, etc. This decreases a victim's **RESOLVE SPECIAL STAT** by -5 per **DEGREE OF SUCCESS**.

INTIMIDATE: The ability to be menacing and create fear conditions against a victim. **This skill is resisted by the Resolve Special Stat.*

LOCKPICK: The ability to unlock objects that have a mechanical tumbler lock.


MECHANICS: The ability to Break, Create, Improve, Rebuild and Repair Electrical and Mechanical objects, such as vehicles, generators, firearms, and flashlights. *This skill can also be used as a Combat Skill versus Robot Enemies.*

MEDICINE: This skill constitutes a character's ability to heal Health Point Damage and reduce Immunity Damage.

NAVIGATION: The ability to use maps or recognize terrain features to navigate areas and grant +5 per **Degree of Success** on subsequent Drive or Perception skill rolls.

PALMING: The character's ability to manipulate their hands, quick-draw weapons, hide objects from view, or take objects from targets without them noticing. Quick-Drawing requires a **Great Success**. Concealment or theft is an opposed roll against the target's Perception.

PERCEPTION: The awareness of surroundings, and the ability to recognize objects and sounds, find hidden items, and discern character's motivations. It can also be used to judge the state objects or people, granting a +5 per **Degree of Success** to the related repair/healing rolls

SCIENCE: The term for the practical application of Chemistry, Engineering, Biology, Physics, and Mathematics. Science is used to Break, Create, Improve, Rebuild and Repair Barriers and chemical, incendiary, or explosive objects. This is used to synthesize materials and make Ammunition out of .

STEALTH: The ability to become undetectable through Physical, Electrical, or Mechanical means. Opponents must meet or exceed the **Degree of Success** made by this skill use with a Perception skill (See Ambushing, page 67).

SURVIVAL: The ability to create shelter and fire, clean foods, and set up temporary shelters. Its practical use is "Foraging" for food, but is also used to increase food "Safe Level" +20% per **Degree of Success**.

TECH USE: The ability to use and control devices with a Graphics User Interface or Radio Frequencies, like a computer, drone command unit, or radio transmitters.

TRACKING: The ability to find indicators of a presence in a terrain. This skill must meet or exceed the Stealth skill **Degree of Success** to follow targets. This skill is also has the practical use to "Hunt" for Food.

WRANGLE: The ability to use ropes, whips, or nets to Grapple opponents at a distance or attack them by whipping.

XENOTECH USE: The character's ability to understand and use Alien technology. A successfully roll with this skill identifies the object and relative skill. Can be used to make skill rolls for direct item control. Using a skill other than Xenotech Use for Xenotech is done at Disadvantage.

STEP 1: CHOOSE 2 COMBAT SKILLS

Every character has two Proficiencies in Combat Skills, but may opt to select less in favor of choosing skills from their Archetype lists. Characters may increase their Level of Proficiency (see page 45) if they also have the chosen combat skill by selecting it a second time if it is in their Archetype List (cannot choose twice from this list).



SKILL	BASE STAT	USE
ARCHERY	Agility	Attacking with Bows
BLADES	Fighting Skill	Attacking, Parrying, and Riposting with bladed weapons
BRAWL	Fighting Skill	Attacking, Parrying, and Riposting with the characters body
CLUBS	Fighting Skill	Attacking, Parrying, and Riposting with blunt weapons
FIREARMS	Ballistic Skill	Attacking with pistols, rifles, and crossbows
WRANGLE	Agility	Whipping or ranged Grapples with tools

STEP 2: CHOOSE ARCHETYPE SKILLS

Characters gain Proficiency in 7 skills, 4 from their Primary Archetype and 3 from their Secondary Archetype. Skills may not be chosen more than once by any character Archetype except for the Scientist Archetype, which can choose multiple times from the Scientist List (increasing the Level of Proficiency each time). If a Skill Proficiency was gained through Age or Combat Skills, then it can be chosen again to increase the Level of Proficiency (see page 45).

Note: Characters will also gain a Skill Proficiency from their Personal Apocalypse, but it cannot have been a skill gained from the Archetype. Check page 28 briefly to keep from having to jump back and make another selection from this list.

Paragon Characters: Paragons have the unfortunate restriction of possessing 7 of their skill proficiency options, but their advancement options outside their Archetype is more costly in Experience Points.

ARCHETYPE	SKILL PROFICIENCIES
FIREFIGHTER	Athletics, Blades, Crafting, Drive, Heavy Weapons, Intimidate, Medicine, Navigation
GUNSLINGER	Charm, Command, Crafting, Heavy Weapons, Interrogate, Lockpick, Palming, Wrangle
HUNTER	Athletics, Crafting, Medicine, Navigation, Palming, Perception, Stealth, Tracking.
MECHANIC	Crafting, Drive, Heavy Weapons, Lockpick, Mechanics, Navigation, Science, Tech Use
PRIEST	Academics, Charm, Command, Drive, Intimidate, Medicine, Navigation, Science
RONIN	Athletics, Blades, Intimidate, Palming, Perception, Stealth, Survival, Tracking
SCIENTIST*	Academics, Charm, Perception, Mechanics, Science, Tech Use, Xenotech Use
SURGEON	Academics, Athletics, Charm, Command, Crafting, Medicine, Perception, Science
THIEF	Animal Ken, Athletics, Charm, Interrogate, Lockpick, Palming, Perception, Stealth
VETERAN	Athletics, Animal Ken, Drive, Interrogate, Intimidate, Perception, Stealth, Survival

**The Scientist skill proficiency list is smaller because a Scientist can choose a skill from this list multiple times to increase their Level of Proficiency at that skill. This applies to characters with the Scientist as either the Primary or Secondary Archetype.*

STEP 3: CHOOSE APOCALYPSE SKILLS

Characters gain a skill proficiency from their Personal Apocalypse, but cannot choose one previously gained from Age or Archetype. They MAY, however, gain or increase the level of proficiency in a Combat skill. If they gained a Level of Proficiency from their Archetype, they cannot choose the Combat skill again.

If the character already possesses the skill proficiency from Age or Archetype, they must choose to gain an Advantage bonus to their Academic skill rolls regarding information related to their Personal Apocalypse. The Advantage is considered a Miscellaneous Special Ability related to the character's Apocalypse and overrides the rules for being "Not Proficient" in the Academics skill.

APOCALYPSE	SKILL OPTION	
ALIEN INVASION	Xenotech Use	Xenology
FOOD RIOTS	Brawl	Firearms
KAIJU ATTACK	Firearms	Monster Anatomy
NUCLEAR HOLOCAUST	Survival	Fallout
PEAK OIL COLLAPSE	Drive	Automotives
ROBOT UPRISING	Tech Use	Robotics
SEISMIC CATAclysm	Athletics	Structural Integrity
SUPERNATURAL HORROR	Blades	Occult
THE RAPTURE	Science	Theology
TIME PARADOX	Charm	Academics
ZOMBIE APOCALYPSE	Stealth	Reanimation

AUTOMOTIVES: Academics rolls to know information about vehicles and their functionality (current Armor and Health Points) is at Advantage regardless of Proficiency with Academics.

FALLOUT: Academics rolls to know information about Radiation damage and Mutants is at Advantage regardless of Proficiency with Academics.

MONSTER ANATOMY: Academics rolls to know information about Kaiju and their special abilities is at Advantage regardless of Proficiency with Academics.

OCCULT: Academics rolls to know information about Supernatural Horrors and their Traits & Abilities is at Advantage regardless of Proficiency with Academics.

REANIMATION: Academics rolls to know information about Zombies and the Z-Virus is at Advantage regardless of Proficiency with Academics.

ROBOTICS: Academics rolls to know information about Robots is at Advantage regardless of Proficiency with Academics.

STRUCTURAL INTEGRITY: Academics rolls to know information to determine the state of a barrier (current Armor Points) is at Advantage regardless of Proficiency with Academics.

THEOLOGY: Academics rolls to know information about Angels and Demons is at Advantage regardless of Proficiency with Academics.

XENOLOGY: Academics rolls to know information about Aliens is at Advantage regardless of Proficiency with Academics.



PHASE 3: SPECIAL STATS

Special Stats are derived from the Base Stats. Using the following formulas, calculate the character's Special Stats. All Special Stats are rounded down.

BUILD = STRENGTH + FORTITUDE

A character's relative size to others, how much additional damage they do with Melee Weapons (DC Mod), and how many food units they require each day. The DC Mod only applies to Melee Weapons and Recurve or Compound Bows.

BUILD INFORMATION			
#	DC MOD	REQUIRED FOOD	CONTORT MOD
0-49	-1	1 Unit	+20
50-99	0	2 Units	+10
100-149	+1	3 Units	0
150-199	+2	4 Units	-10
200-249	+3	5 Units	-20

HEALTH POINTS = BUILD ÷ 5

How much physical damage the character can take before dropping unconscious. Characters can be unconscious without being stabilized or healed a number of rounds equal to their Fortitude ÷ 10. Health Points can be healed using the Medicine skill.


INITIATIVE = (AGILITY + LUCK) ÷ 10

How quickly a character reacts to the situations around them. See Combat for how to use Initiative.

LUCK USE PER GAME = LUCK ÷ 10

Players elect to reroll a failed roll and accept the second outcome this number of times per game unless they have a special ability that allows them more attempts.

SALVAGE = (INSTINCT + LUCK) ÷ 2

The character's innate ability to find Items and  scattered throughout the environment.

RESILIENCE = (STRENGTH + FORTITUDE) ÷ 2

The character's ability to Resist or Negate damage from indirect attacks like chemicals, electricity, elemental (cold, fire, heat, rain), explosions, gases, and Knock Out attacks. Each *Degree of Success* Negates 2 points of Damage.

RESOLVE = (INTELLIGENCE + INSTINCT) ÷ 2

The character's ability to Resist the effects of psychic- and mentally-based attacks. It can also be used to harness internal psychic energy for certain Special Abilities.

IMMUNITY = (FORTITUDE + LUCK) ÷ 2

The character's ability to Resist infections from Disease or Radiation attacks. This is rolled at the initial infection, subsequent infections, and again each game day.

DODGE = (AGILITY + INSTINCT) ÷ 2

The character's ability gets out of the way of an attack or falling object, and the only Defensive Action that is not a Skill Action. The "Full Dodge" Defensive Action is based in this Special Stat, but requires 5 Initiative to add 1/2 of the character's Strength Base Stat.

PHASE 4: SPECIAL ABILITIES


Characters gain Special Abilities from their Primary Archetype and Personal Apocalypse. Characters must choose 1 from their Primary Archetype and 1 from their Apocalypse.

STEP 1: CHOOSE AN ARCHETYPE SPECIAL ABILITY

FIREFIGHTER

Pyromania: Combustible Damage Code increase +3, and burn for extra +1d6 Rounds; Must make Resolve Special Stat roll not to burn flammable liquids that enter Close Range.

Scorched: ALL Resilience rolls against heat and flame are ALWAYS at Advantage

Flare: When using Flares as Weapons, gain Advantage on Attack and Defensive Actions; Enemies in Short Range gain Disadvantage from the smoke. This Special Ability increases the  by 20%, but attracts the enemy to this survivor.

Stamina: When conducting a prolonged Athletic action, like Running or Swimming, the character increases the Success Requirement every 2 Resilience failures instead of EVERY Resilience failure.

Bravery: Resolve rolls are ALWAYS at Advantage

Robust: Immunity rolls are ALWAYS at Advantage

Trusty Axe: Called Shot Attacks with Axes gain Advantage (negating the Called Shot Disadvantage).

Survivor Mentality: When STARVING, Resilience can be used to negate Physical damage from attacks at 2 per Degree of Success.

GUNSLINGER

Hollow Points: Choose a Favored Firearm (.38 Revolver, 9mm Auto, Autorifle, etc.). Damage Code +2 when using this Firearm; Use of other weapon types, even other firearms, is at Disadvantage.

Hit and Run: Can Take Aim once on Turn as a Free Action.

Trigger Happy: Gain Multi-Attack (2) with revolvers when other hand is empty.

Tactical Leadership: Command skill rolls are ALWAYS at Advantage

Poker Face: Reroll a failed Resolve roll ONCE without using a Luck Use Per Game. The second roll result must be accepted.

Lasso: Wrangle skill rolls are ALWAYS at Advantage


Focused Shot: Called Shot Attacks with Firearms or Heavy Weapons skill gain Advantage (negating the Called Shot Disadvantage).

Guns Blazing: Gain Multi-Attack (2) with ANY automatic handguns; when dual-wielding or if the handgun already has Multi-Attack (2), this becomes Multi-attack (4) as each pistol can be fired twice. Failures on ANY shot result in an additional d100. A 25 or Below on this roll results in an Ally getting hit with the attack.

HUNTER

Silent Stalker: When **UNSEEN**, Archery and Firearm weapons' DC are +2.

Rapid Shot: Gain Multi-Attack (2) with ANY Bow or Firearm that does not have Multi-Attack (2)

Camouflage: Stealth Skill Degree of Success +1 in Opposed rolls. Characters negate 5 points of an  increase while moving through terrain even when not using the Stealth skill.

Razors Edge: Gain Proficiency in the Blades skill, if not proficient, when using an arrow as a melee weapon (DC: Light).

Parkour: Ignore Hindering Terrain Athletics Skill rolls during Movement actions.


Resourceful: Crafting Skill at Advantage when Creating, Improving, Rebuilding, and Repairing Melee Weapons and Special Items.

Headshot: Called Shot Attacks with Bows or Crossbows gain Advantage (negating the Called Shot Disadvantage).

Survival Instincts: When STARVING with at least 1 ally, reduce all party Food Requirement per day by 1

MECHANIC

Grease Monkey: Crafting or Mechanics skill (Choose One) are ALWAYS at Advantage, and increase Repair Code +1 before rolling. During Combat, Increase the Degree of Success limit +1.

Homemade Bombs: Can create 1 improved explosive for 4  during an Action Phase; Explosive does Extreme (1d8+7) damage.

Upgrades: Roll Crafting or Mechanics skill as a Combat Action to grant Damage Code

+1 to weapon for Combat Rounds equal to DEGREES OF SUCCESS.

Locksmith: Lockpick skill rolls are ALWAYS at Advantage

Slick: Brawl attacks against the Mechanic are at Disadvantage; Degree of Success +1 in Opposed Grapple escape rolls.

Stunt Driver: Drive skill becomes Free Action Once per Turn during Vehicular Combat Rounds.

Drone Tinkerer: Mechanics skill to create Drones are ALWAYS at Advantage.

Jury Rig: Increase Repair Code +2 when in a vehicle with less than ¼ Body Points. *Stacks with Grease Monkey.*

PRIEST

Sermon: In groups of 3+, Charm rolls at Advantage; Groups of 4+, gain +1 to Threshold per Person. If using Sermon for 2+ Turns, gain Advantage on Command rolls for 1d4+1 Combat Rounds

Arcane Knowledge: Academic skill rolls are ALWAYS at Advantage

Blessing: With a Successful Resolve roll, grant 1 of the following benefits to an ally within Close Range.

- Protection from ALL Physical Damage for 1 Action Phase
- Remove 1 stage of Resolve Damage
- Grant Advantage on all Resolve Special Stat rolls for 1 Combat Round per Degree Of Success
- Reduce the Stages of Infection by 1 per Degree of Success
- Grant a DC +1 on Attacks against Supernatural Horrors and/or Zombies

Collar: Unaffected by Hunger Damage effects from Starving or Emaciated.

Determination: Roll Resolve ONCE during Long Rest or Sleep to heal 2 Physical Damage per Degree of Success.

Exorcism: With a Successful Resolve roll, ALL Supernatural Horrors and Zombies within Midrange gain Disadvantage for 1d4 Combat Rounds. Each Action Phase the Exorcism continues, these Enemies take 2 Physical Damage.

Prayer: With a Successful Resolve roll, a “Natural Event” strikes ALL Enemies within Midrange with 1d6 Resilience Damage per Degree of Success; Targets can negate 2 damage per Degree of Success with a Resilience Special Stat roll.

Communion: With a Successful Resolve roll during a Long Rest, each survivor’s Food Requirement is reduced by 1.

RONIN

Martial Stance: Switch between Defensive or Offensive stance as 1 Free Action; Defensive Stance grants Advantage to Defensive Actions; Offensive stance grants Advantage to Fighting Skill Attacks and increases Melee Damage Codes +1, but also Disadvantage to Defensive Actions.

Duelist: Declare Opponent; until opponent is out of combat, gain +6 Initiative

Iaido: Palming Skill at Advantage when Quick-Drawing a weapon; Increased Proficiency in Palming decreases Success Requirement. (No roll for Mastered)

War Cry: ALL enemies within Short Range must make a Resolve roll to avoid becoming UNNERVED

Meditation: Resolve rolls are ALWAYS at Advantage; During Long Rest, remove Insanity Condition or roll Resolve to decrease Stage of Infection by 1.

Ninja: Blades weapon Damage Codes increase +2 when UNSEEN AND attacking at Close Range or Throwing the weapon.


Swordsman: Called Shot Attacks with 2-handed weapons gain Advantage (negating the Called Shot Disadvantage).


Self-Sacrifice: Gain +5 Initiative in a group of 3+; You cannot leave Combat until ALL other allies have also left the Combat.


SCIENTIST

Educated: Choose Science, Tech Use, or Xenotech Use to gain Advantage ALWAYS

Academic: Academics skill rolls are ALWAYS at Advantage




Homemade Bullets: Exchanges 40  to create 10 Ammunition without making a Science Skill roll ONCE per Game Day. The Ammunition increases the weapon’s DC+1.

Chemical Reaction: Create 1 improved Massive Damage (2d6+3) explosive or “Stink Bomb” for 4  as your Turn; Blast Radius is Short Range. Stink Bombs cause a regular Knockout Attack (see page 68).

Verge of Discovery: Exchange 8  to create a syringe of the Z-Virus Experimental Antiserum ONCE per Long Rest without making a Science roll.

Blow Dart: Use Science skill instead of Agility to Throw a “dart” containing a serum, explosive, or Stink Bomb.

Invent: Science skill at Advantage when creating or repairing barriers.

Miracle Cure: Use Science instead of Medicine to heal wounds and decrease Stages of Infection;  cost is 1  per Damage healed and 4  per Stage of Infection decreased.

SURGEON

Hippocratic Oath: Cannot use Riposte Defensive Action; Increase Treatment Code +2 during Combat Rounds and increase the Degree of Success limit during an Action Phase +1.

Doctor's Orders: Command skill rolls are ALWAYS at Advantage

Scrubs: Immunity roll Degree of Success increased +1 when wearing only "scrubs" (Armor 1) as armor (no other armor).

Adrenaline Surge: Grant 1 target +5 Initiative and increase Melee Damage Code +1 for 1 round per Degree of Success on a Medicine skill roll. *This does not stack with other temporary Initiative bonuses.*

Instinctive: Add Instinct Base Stat to Initiative Equation before dividing ((Agility + Luck + Instinct) ÷ 10)

Rescuer: Lifting +1 Degree of Success when carrying persons in Combat; If in Teamwork, they grant +10 per Degree of Success instead of +5

Pharmacology: Gain 1 Level of Proficiency in the Science skill, and gain Advantage on Medicine rolls to Reduce Stages of Infection

Surgeon's Hands: Gain proficiency in Blades skill; ALWAYS deal 8 Physical Damage when using a Scalpel as a weapon (No Damage Roll).

THIEF

Assassinate: Blades, Brawl, or Clubs attack Damage Code +2 when UNSEEN AND attacking at Close Range; if target is killed, EAG is not Increased, and other Enemies do not notice for 1d4 Action Phases.


Sneaky: Stealth skill rolls are ALWAYS at Advantage

Cutthroat: Blades skill rolls are ALWAYS at Advantage when using a Combat Knife

Slick Dealer: Success on Charm skill grants Advantage on ALL subsequent Charm rolls against that target until failing.

Reverse Psychology: Reroll failed Resolve roll against Intimidate or Interrogate ONCE without using a Luck Use; Can still use Luck to reroll again.

Ace up the Sleeve: Palming Skill at Advantage. Light (L) or Average (A) weapons are automatically "Palmed" at an Amazing Success.

Eye on the Prize: +1 Item or +1d4  on Salvage rolls per Degree of Success on Salvage rolls; can be split this between DEGREES OF SUCCESS.

Driven by Hunger: ALL Perception and Salvage rolls at Advantage when STARVING

VETERAN

Rifleman: Gain Firearms skill Proficiency using a Rifle as a weapon. If already proficient, gain Advantage.

Camaraderie: Gain Charm skill Proficiency when drinking alcohol. If already proficient, gain Advantage.

Vigilant: Perception skill rolls are ALWAYS at Advantage.

Tough Guy: Heals +2 Health Points whenever being Healed.

Wing Man: When participating in Teamwork skill actions, grant a +10 per Degree of Success instead of +5.

Untrusting: Gain Proficiency or increase Level of Proficiency with the Interrogate

skill AND Gain Advantage on Resolve rolls against the Charm Skill.

Survival Training: When Starving, Gain Advantage and increase +1 Food Unit per Degree of Success when Foraging.

Loyal Companion: Gain a Loyal Companion with Commands; If companion dies, Disadvantage to ALL rolls, but Damage Code +1 on ALL Attacks.

LOYAL COMPANIONS

The following are just suggested animal companions. Other animal companions may be chosen based on upon the setting. See *Monster Manual for Companion Stats*.

NORMAL	SPECIAL
Dog	Bear
Horse	Elk
Iguana	Mammoth
Lynx	Tiger
Monkey	Wolf

Loyal Companions have individual stats depending on their type, but because they are Loyal Companions to the Veteran, they are able to respond to the following commands:

Attack: Companion will make an Attack Action against a target specified. If they make a second attack in an Action Phase, the second attack is at Disadvantage.

Go: Companion moves to an indicated location. They can only move 1 Distance each time they receive this command unless they have a special ability that states otherwise.

Fetch: Companion attempts to obtain an indicated object. This may result in an opposed Agility Base stat or Brawling skill roll.

Skill Use: Companions have some skills (Survival, Tracking, etc.) and are able to perform these skills on command.

Stay: Companion will remain at their last location unless they fail a Resolve Special Stat roll or are given another command.

Speak: Companion barks, chitters, nays, hisses, or otherwise makes an audible noise. This may result in a target becoming Intimidated by the Companion (see Intimidate skill)

STEP 2: CHOOSE AN APOCALYPSE SPECIAL ABILITY

Characters gain 1 Special Ability from their Personal Apocalypse at Character Creation. They can gain the second by using Experience Points (see Advancement, page 45).

ALIEN INVASION

Sixth Sense: Whenever Ambushed in Combat, you do not lose your first action, nor take the Initiative Penalty.

Mental Parry: Roll any Resolve rolls at Advantage. You are also not at Disadvantage against Resolve Attacks if you possess a Psychic Power.

FOOD RIOTS

Tightening the Belt: Gain +4 extra points on the Starving and Emaciated THRESHOLDS due to prolonged periods without food.

Anarchist: You gain Advantage on ALL Defensive Actions when fighting more than 1 opponent within Short Range.

KAIJU ATTACK

Hunter Force Unit: Gain Advantage on all Fighting and Ballistic skill rolls against Kaiju. Also, gain Advantage on Attack Actions if at least 1 ally is within Close Range.

Fear Experienced: Resolve rolls against Intimidate and Interrogate actions are at Advantage because you have looked down the mouth of a Kaiju.

NUCLEAR HOLOCAUST

Exposure: Reroll any failed Immunity rolls against Radiation damage ONCE without using Luck Use. The outcome of the second roll must be accepted.

Desensitized: You do not need to make Resolve rolls against being UNNERVED due to death and carnage.

PEAK OIL COLLAPSE

Survival of the Fittest: When fighting Human (non-Mutant or Zombie) enemies, gain Advantage to ALL Attack Actions and increase Melee weapon Damage Codes +1.

Road Warrior: Gain +5 to Initiative during Vehicular Combat Rounds.

ROBOT UPRISING

Rage Against the Machine: When fighting Robot enemies, gain Advantage to ALL Attack and Defense Actions, and increase Melee weapon Damage Codes +1.

Exposed Wiring: Reroll any failed Resilience rolls against Electricity-based damage, including from Knock-out weaponry, ONCE without Luck Use. The outcome of the second roll must be accepted.

SEISMIC CATAclySM

Escape Artist: Reroll any failed Athletics or Contort rolls to manage hindering terrain. The outcome of the second roll must be accepted.

Sudden Drop: Roll the Resilience Special Stat at Advantage when falling and negate 4 points of Physical damage per Degree of Success instead of 2.

SUPERNATURAL HORROR

Huntsman: When fighting Supernatural Horrors, gain Advantage to ALL Attack and Defense Actions, and increase Melee weapon Damage Codes +1.

Darksight: Upon Encounters with Supernatural Horrors, roll Instinct. A Success reveals the Traits & Abilities of the creature and grants Advantage to Resolve Special Stat rolls against Fear Attacks.

THE RAPTURE

Skepticism: Success Requirements for Resolve Attacks against you increase +1 over your Resolve DEGREES OF SUCCESS. However, you cannot gain the benefits of Resolve-Based Special Abilities, like the Priest Special abilities.

Faith: Gain +3 Luck Use per Game due to you have heavy Faith in your diety. However, must spend 1 Long Rest each day in devotion to your diety.

TIME PARADOX

Displaced: Gain Advantage to ANY skill of choice because you come from another place and time, perhaps the future, perhaps the past. However, you are not sure where you are currently and are thus unable to provide “spoilers.”

Deja Vu: You can spend YOUR Luck Use per Game rerolls to redo ANY immediate action, including those done by allies or enemies. This action must have just occurred and results in a reroll as you remember the event happening differently.

ZOMBIE APOCALYPSE

Restructured Immunity: You are immune to the Z-Virus. ALL other Immunity Special Stat rolls are ALWAYS at Advantage.

Reaper: When fighting Zombie enemies, gain Advantage to ALL Attack and Defense Actions, and increase Melee weapon Damage Codes +1.


PHASE 5: LUCKY MUTATION

Every Character has a beneficial mutation that has helped them survive, or is a direct result of their survival. Choose or roll a d10 to determine the Lucky Mutation.

ROLL	MUTATION
1	Healthy Immunity: Roll ALL Immunity rolls at Advantage
2	Thick Headed: Roll ALL Resolve rolls at Advantage
3	Uncanny Abilities: Gain or Increase Proficiency in 2 Skills
4	Moving Target: Add +1 to Initiative and +5 to Dodge
5	Fleet Footed: Can make 1 Movement Complex Action as a Free Action per Action Phase
6	Psychic Power: Gain Psychic Power (see Psychic Powers)
7	Giant Genetics: Add +50 to Build
8	Luck Stars: Add +1 Luck Use per Game
9	Strong Fortitude: Roll ALL Resilience rolls at Advantage
10	Natural Healing: Gain +1d4 Health Points after Sleeping

PSYCHIC POWERS

All humans have some dormant psychic abilities, but under the right conditions, these become “active” and allow characters to take special actions. However, characters suffer **DISADVANTAGE** on all Resolve rolls against Psychic Attacks unless the character possesses the “Mental Parry” Special Ability. Other non-psychic characters notice something is different about the character, giving them **DISTRUST** with the character.

ABILITY	DESCRIPTION
PREMONITION	Character can roll their Dodge against ALL attacks, including against Hidden Enemies.
PSYCHIC ARMOR	Character has 1 Armor Point at all times unless UNCONCIOUS.
TELEKINESIS	Characters can lift and carry an object up to 10  with their mind, and move it up to Midrange as a Complex Action. This item can be thrown Short range, but no farther, as a second Complex Action.
TELEPATHY	Character may send and receive a mental message to/from any target within Short Range. With a Successful Resolve roll, they can increase this range +1 per Degree of Success.
DIVINATION	Characters may roll their Luck Base Stat during a Long Rest and ask 1 question to the Gamemaster per Degree of Success.
PSYCHOSYMMETRY	Character may link their mind with ANY Target within Short Range and blend thoughts to obtain information. The Target can Resist with an Opposed Resolve Special Stat roll. If the character is successful, they gain memories from the Target AND Advantage on Charm rolls against this target.
PSYCHOPHYSIOLOGY	Character may exchange 1 Hunger Damage for +5 Initiative for 1 Combat Round.
TRANCE	With a successful Resolve roll, characters may remove a Resolve or Insanity Condition, decrease Stages of Infection by 1 per Degree of Success, or regain 2 lost HP per Degree of Success.
ENHANCEMENT	Character gain +10 to any Base Stat.
REFLEX	Characters gain +10 to their Dodge Special Stat.

PHASE 6: PERSONAL DESCRIPTIONS

Survivor Characters are not just the product of their Archetypes and Personal Apocalypse. Players have the opportunity to make a personalized backstory, specify gender, race, orientation, etc. There are no restrictions as survivors come in all genders, sexual preferences, races, etc. A player should not feel restricted in how they choose to create their character and how they roleplay their character, as there is no specific racial or gender edges that would allow one or another type of person to survive the apocalypse.

OPTIONAL PHASE: NEGATIVE TRAITS

A character may possess an optional Negative Trait. Each negative trait grants a skill proficiency from the complete skill list or a Level of Proficiency increase for a skill already proficient. Multiple negative traits can be chosen with Gamemaster Approval.

ALLERGY: The character suffers from environmental allergies that result in Resilience rolls to resist sneezing, wheezing, or visual impairments. Failure on the Resilience roll means that the character suffers DISADVANTAGE on skill rolls related to the Allergic reaction, such as Stealth, Athletics, or Perception.

BODY ODOR: The character suffers from pungent body odor that causes them to be in a permanent state of DISTRUST with others. They also increase the base 🧠 at the beginning of a scenario by +10.

BAD VOLUME CONTROL: The character suffers from self-hearing issues causing them to speak overly loud, increasing the base 🧠 at the beginning of a scenario by +10.

INCREASED HUNGER: The character has an appetite larger than their Build and suffers from a +1 daily Food Requirement.

LIMP: The character has a limp resulting in DISADVANTAGE on Athletic skill rolls.

NIGHTMARES: The character suffers from horrific nightmares. During any sleep period, they must make a Resolve roll to stay asleep. Failure results in screaming themselves awake and increasing the 🧠 by 10. They cannot Rest or Sleep and they lose more Health Point.

POST-TRAUMATIC STRESS: The character has been mentally traumatized and must make Resolve rolls at the beginning of every Combat Round. Failure causes them to be UNNERVED for that Round.

SCARRED: The character has a disfiguring scar which causes DISTRUST with others. The character is at DISADVANTAGE on Charm skill rolls. However, it grants ADVANTAGE to the Intimidate skill.

SICKLY: The character is immunocompromised and rolls all Immunity rolls at DISADVANTAGE.

SNORES: During Rest Periods, the character increases the 🧠 by 5 for each hour they are sleeping. This trait can be chosen multiple times, increasing the 🧠 by +5 each time and signifying how loudly the character snores.

SMALL BLADDER: The character suffers from a frequent need to urinate. This grants enemies ADVANTAGE on Tracking the survivor through smell and increases the base 🧠 at the beginning of a scenario by +5.

SOCIAL ANXIETY: (Requires Gamemaster Approval) The character suffers from anxiety in social situations. All Charisma skills, except Animal Ken, and Resolve rolls against Interrogate are at DISADVANTAGE. *Grants 4 skills proficiencies in exchange.*






SPEECH IMPEDIMENT: The character suffers from a speech impediment that increases the SUCCESS REQUIREMENT on Teamwork skill rolls. It also causes DISADVANTAGE on Charm skill rolls, but grants ADVANTAGE on Perception rolls when listening or determining someone's lies.





PHASE 7: STARTING GEAR


All characters start with Weapons, Armor, a few other items and 4 Food Units at creation unless determined by the Gamemaster. While not all characters start with a backpack, they can still use pockets and pouches to carry items. If characters have a Backpack or Military pack, they can carry weapons in or attached to the outside of the pack.




There are two methods for determining starting gear: **BUG OUT** and **FREE CHOICE**. In the **BUG OUT** method, players choose among the 3 preset kits and a few additional items, preparing for gameplay quickly. In the **FREE CHOICE** method, players can custom tailor their character's inventory. Gamemasters may allow or restrict certain starting gear or provide characters gear based on the scenario or campaign.










Any notation of  is a "Complex Part" of 4 Component Pieces () (see below). Any left over  can be converted to Arrows (2 ) or Ammo (1 ) during character creation, or be held in the inventory and used during gameplay.



Characters can carry an amount of  equal to 200 + the character's Build without becoming "Encumbered." It is therefore important to note the  value of objects in the character's inventory (see page 99). If a character is **ENCUMBERED**, they lose -1 Initiative, have **DISADVANTAGE** on Dodge Defensive Actions, and are **SLOWED**.

COMPONENT PIECES



Component Pieces () are important for survival. They are undefined salvaged items, like lengths of wire, powders or spices, cogs, screws, etc., that can be utilized as necessary to create, repair, and improve objects (see page 56). Because they have no defined characteristics, they can be used in any way allowed by the Gamemaster.




There are 2 primary ways characters obtain : Breaking Objects or Salvaging (see page 57). Once obtained,  can be used to create new objects, repair current objects, or synthesized into  objects.

A combination of 4  forms a semi-functional object known as a Complex Part . Complex Parts () are objects that, like , do not function alone, but may be added to larger objects to become a functional whole. Synthesizing  into  requires a **SUCCESSFUL (1 Degree) CRAFTING, MECHANICS, or SCIENCE** skill roll, which causes the  to become a defined  object. The most common Complex Part  is a round of firearm ammunition, but can also be things like spark plugs, AA batteries, etc.

 also function as a useful trade currency, as well as the standard for object weight, including character Builds. Each character's  weight is their Build ÷ 3, or their Build as "Inferior Component Pieces" because they are "Organic." (Note: This Build ÷ 3 is also the amount of Food Units a character would produce). Characters can trade Component Pieces with other characters or Non-Player Characters (NPCs) without issue.

BUG OUT METHOD

There are 4 Categories in the **BUG OUT** method for characters to obtain gear. Three of the categories contain preset gear kits. These kits are balanced in  value, so substituting items is only allowed if the substitution is of equal or lesser  Value. Players should not make substitutions unless approved by the Gamemaster.

Cosmetically, armor is made of Component Pieces (3  per 1 Armor Point). While the Armor may be called "Motorcycle Armor," it is actually made of loose  attached together via other  to form something resembling to motorcycle armor. Woven Kevlar, for example, is a hardened, woven fabric akin to Woven Kevlar and not a vest itself.

ARMOR KITS	
OPTION 1	Nomex Kevlar (Armor 6)
OPTION 2	Woven Kevlar (Armor 5), Hat (Armor 1)
OPTION 3	Motorcycle Armor (Armor 4), Gloves (Armor 2)
OPTION 4	Camo Jacket (Armor 3)*, Gloves (Armor 2), Hat (Armor 1)

*Camo Jackets grants Advantage on Stealth skill rolls




WEAPON KITS	
BOW KIT	Recurve Bow (A), Bowstring Dampener, 5 Arrows
HANDGUN KIT	9mm Auto (H), Quickdraw Holster, 2 Ammunition Rounds
MELEE KIT	Katana or Axe (H), Hatchet x2 (H), Combat Knife (A), Baseball Bat (A)
MIXED KIT	Crossbow (L), 5 Arrows, Combat Knife (A), Baseball Bat (A)
RIFLE KIT	.22 Bolt Action (L), 3 Ammunition Rounds
THROWER'S KIT	Chain (A), Throwing Knives x4 (L), Molotov Cocktails x3 (H)

PART 2: CHARACTER CREATION




GEAR KITS

EXPLORERS KIT	Camo Tarp, Glow Stick (2), Military Pack, Running Shoes, Tent (Pup), 4 Food Units
HOARDERS KIT	Backpack, Compass, Crowbar, Isopropyl Alcohol (500mL), Large Net, Military Survival Manual, Old Road Atlas, Pencil and Paper, Rain Poncho, Rope (30m), Sleeping Bag, Toothbrush, Water Bottle x2, Wool Socks, 4 Food Units
SCAVENGERS KIT	Backpack, Combat Knife, Lithium Ion Battery, Matches (10), Mechanically-Powered Low-Light Flashlight, Medical Kit, Plastic Canteen, Pouch, Rain Poncho, Rope (30m), 4 Food Units
TINKERERS KIT	Drone Command Unit, Military Pack, Repair Kit, Toolbelt, Tools, Wire (10m), 4 Food Units

EXTRA COMPONENT PIECES




Characters using the **BUG OUT** method have 32  (8 ) to spend on obtaining extra armor, extra Special Items, extra Ammunition or Arrows, or extra Food Units (3  per unit) not already contained in their chosen kits. This cannot be used to “Upgrade” any items, such as Armor, but can be used to obtain other objects.

Example Extra Component Piece Use:

Dave has finished his character’s Bug Out Bag, but realizes that he only has 2 rounds of Ammo for his 9mm, so he converts all 32  to gain 8 rounds of Ammo. Meanwhile, Casey uses 16  to give her character 8 Arrows and then adds a Water Filter to her character’s Bug Out Bag with the remaining 16 .

All gear  costs are found on page 99 of this book.

FREE CHOICE METHOD

Characters using the **FREE CHOICE** Method have 140  (35 ) to spend freely on Armor, Weapons, Special Items, and Food Units (3  per unit). Using the **FREE CHOICE** Method, there are no restrictions to the items or number of items a character can possess unless an item is restricted by the Gamemaster. This includes armor, weapons, vehicles, drones, and explosives.

A Gamemaster may also opt to begin a session or campaign **WITHOUT** gear at all. This allows them to choose the beginning gear for each character based. The Gamemaster Guide Scenarios “Get to the Van” and “The Abduction” both begin this way.

If you are interested in learning about all the armor, weapons, vehicles and other gear in the game, please refer to the appendices of this book.

CHARACTER ADVANCEMENT

Characters gain new abilities, increase skill proficiencies, and increase Base Stats with Experience Points. A game session will end with an Experience Point Reward Session, granting characters an amount of Experience Points they can exchange for advancement.

Each advancement option has an Experience Point cost. Skill Proficiencies require a lower level before a higher level can be achieved, and only one level can be gained at a time.

DESIRED DEVELOPMENT	EXPERIENCE POINT COST
Proficiency in new Archetype Skill	350 XP
Proficiency in new non-Archetype skill	450 XP
Increase Skill Proficiency	350 per Level
Remove Negative Trait	350 XP
Gain Primary Archetype Special Ability	600 XP
Gain Secondary Archetype Special Ability	700 XP
Gain Apocalypse Special Ability	700 XP
Gain New Lucky Mutation	750 XP
Increase Base Stat +5	850 XP

For information about XP rewards per session, see the *Maximum Apocalypse RPG Gamemaster's Guide*.

LEVELS OF PROFICIENCY

Each level of proficiency a character has in a skill affects the connected Base Stat Threshold.

LEVEL OF PROFICIENCY	SHORTHAND	EFFECT
NOT PROFICIENT	-	Disadvantage to Skill Rolls
PROFICIENT	P	-
SKILLED	S	+5 to Threshold
TRAINED	T	+10 to Threshold
MASTERED	M	+15 to Threshold



PART 3: ***CORE MECHANICS***



OVERVIEW

Maximum Apocalypse: the RPG gameplay is broken up into two distinct phases: the Regular Phase and Combat Rounds. The Regular Phase has little structure and allows for an extensive freedom of movement, story, and character interaction. This is where the bulk of a game session takes place. Combat Rounds are structured sequences of opposition and conflict involving the characters and hostile Enemy forces, during which most actions are resolved with opposed dice rolls. The following is how to use the dice to resolve actions in both phases of play.

DICE ROLLING AND DEGREES OF SUCCESS

Gameplay involves actions, challenges and oppositions. Actions require a d100 percentile dice roll to determine **SUCCESS** and **FAILURE**. A **SUCCESS** is any roll that **MEETS** or is **BELOW** the **THRESHOLD** of either a Base Stat (plus Skill Proficiency if applicable) or Special Stats.

Tara, the Thief, is attempting to open a locked door with her Lockpick skill, of which she is Proficient. She rolls the d100 percentile dice and gets a 57 (5 on the 10s die and 7 on the 1s die). Because that is below the 80 of her Agility Base Stat, she has a Success.

If an action is unopposed, then it is called a Challenge and only requires meeting the **THRESHOLD** or **SUCCESS REQUIREMENT THRESHOLD**. If an action is opposed, then it is called an Opposition and ALL parties involved in the action roll their d100 percentile and compare their **DEGREES OF SUCCESS** to determine the outcome.

Todd, the Firefighter, is attacking a Zombie Walker with his Axe, a Blades weapon. Todd is Skilled with Blades and adds +5 to his Fighting Skill Base Stat (70) for this roll (75). He makes the d100 percentile roll and gets a 74, a Success. The Zombie Walker attempts to Dodge (Defensive Action) the attack but makes the d100 percentile roll and gets a 39, which is above its Dodge of 25. Todd wins this Opposition roll.

DEGREES OF SUCCESS are a system whereby the quality of a successful action can be determined. If a d100 percentile roll **MEETS** or is **BELOW** One-Half (1/2) or One-Quarter (1/4) of the **THRESHOLD**, then it has succeeded with greater **DEGREES OF SUCCESS**. If the d100 roll is a 1 (001), then the **SUCCESS** is a **CRITICAL SUCCESS** and automatically beats any other Degree of **SUCCESS**.

*Tack, the Veteran, is attempting to Salvage some Component Pieces (⚙️) from a pile of debris. A Success yields 1d4 ⚙️. She rolls her d100 percentile dice and comes up with a 12. Her Salvage Special Stat is 60, meaning that Tack got below One-Quarter (1/4) of her **THRESHOLD**, which would have been 15. This is an Amazing (3 Degrees) Success, and therefore she finds 3d4 ⚙️.*

A **SUCCESS REQUIREMENT** is any set **DEGREE OF SUCCESS** required to make an action **SUCCESSful**. This indicates an increased difficulty due to the situation.

Description	Degree	Result
Meets or is below the THRESHOLD	1	SUCCESS
Meets or is below ½ the THRESHOLD	2	Great SUCCESS
Meets or is below ¼ the THRESHOLD	3	Amazing SUCCESS
Roll is 001	4	Critical SUCCESS

FAILURES AND LUCK USE PER GAME

FAILURES occur when a survivor character rolls ABOVE their **THRESHOLD** for an action. Failures ALWAYS occur when a character rolls a 000 (100) on the d100 percentile roll, regardless of their **THRESHOLD**. This is a *Critical Failure*.

Characters may use a Luck Use per Game on a **FAILURE** to reroll their dice. This allows them to counteract failures and continue an action. Unless otherwise determined by the Gamemaster, the result of the second roll is accepted by the player. If the second result is a Failure, the result is akin to a critical failure, which should result in effect as determined by the Gamemaster (minimum **DISADVANTAGE**).

Description	Degree	Result
Higher than THRESHOLD	1	FAILURE
Roll is 000	2	Critical FAILURE
Failures on Luck Use per Game reroll	3	Extreme FAILURE
Luck Use per Game reroll is 000	4	Catastrophic FAILURE

REMEMBER: In this game, you want to roll as **LOW** as possible. The lower the number, the better (except 000 which represents 100).

ADVANTAGE AND DISADVANTAGE MODIFIERS

Items, Special Abilities, and Circumstances can grant characters an additional 10s die to determine the outcome of an action. **ADVANTAGE** is a beneficial situation that allows the player to choose the lower of the 10s dice. **DISADVANTAGE** is a negative situation that forces the player to choose the higher of the 10s dice. Characters can have a maximum of 3 Advantages and 3 Disadvantages on any one action, but there can be only one additional die rolled. Advantages and Disadvantages cancel each other out, making a roll “Neutral.”

Stacking Advantage or Disadvantage occurs when there is more than one applicable modifier to a roll. If there are extra Advantage modifiers, then the character gains a +5 to the **THRESHOLD** for every Advantage over the first. If there are extra Disadvantage, then the **SUCCESS REQUIREMENT** increases +1 for every Disadvantage over the first.

Example Stacking Advantage:

Tim, the Gunslinger, is using a handgun against an enemy in Short Range, which gives him Advantage on the attack. He decides to Take Aim, giving himself a second Advantage, increasing his THRESHOLD +5. Because his THRESHOLD is so high, he decides to do a Called Shot attack, granting himself Disadvantage which removes his second (stacked) Advantage.

Example Stacking Disadvantage:

Tara is trying to climb up a sheer surface to enter a 3rd story window. She is Not Proficient in the Athletics skill and is therefore at Disadvantage. The surface is also slick from a recent rain, therefore granting a second Disadvantage. This increases her Successes Requirement to a Great (2 Degree) Success. She is also wearing her Hunting Boots, which grants her a third Disadvantage to Athletics skill rolls, thereby increasing her Successes Requirement to an Amazing (3 Degree) Success. Fortunately, she has a rope, which grants Advantage to Athletic skill rolls for climbing, thus removing the third Disadvantage.

TEAMWORK ACTIONS

TEAMWORK occurs when 2 or more characters attempt an action together. The characters determine the single PRIMARY Actor and ALL other characters become the SECONDARY Actors. ALL actors roll the same skill, regardless of their Proficiency.

For each **DEGREE OF SUCCESS**, the Secondary Actors add +5 to the Primary Actor's **THRESHOLD**. At the Gamemaster's discretion, if the Secondary actors have any failures, this results in a -5 or -10 depending upon severity.

Alternatively, characters may use the Command skill to grant a +5 per **DEGREE OF SUCCESS** increase to the skill **THRESHOLD** without fear of failure consequences. This is explained in the Command skill description. They can also use the Academics skill to gain +5 per **DEGREE OF SUCCESS** on their next roll *before* attempting a Teamwork roll.

An entire group of characters can opt to participate in a Teamwork skill roll. If this is the case, the Gamemaster may lean on the optional negative modifier rule, but only to a maximum of -20. The positive to the Threshold has no maximum amount.

Example Teamwork Action:

Tack, Tara, and Todd are all trying to push a bus across the street. Because Todd is the strongest, Tack and Tara are the Secondary Actors. Tack fails on her roll, but Tara gets a Success (1 Degree), increasing Todd's Threshold from 80 to 85. Making his roll, Todd comes up with an 82, which would have been a failure, but because of Tara's assistance, it was a Success (1 Degree), and they push the bus across the street.

MAXIMUM APOCALYPSE THE RPG RULES IN BRIEF

1. Action Rolls (Stat, Skill, Special Stat, Dodge, etc.) are d100/d% dice rolls looking for the LOWEST number. 001 is the Best Roll while 000 is the Worst Roll.
2. Success is any d100/d% roll that MEETS or is UNDER a threshold determined by either a Base Stat, Special Stat or Defensive Action. Failure is any roll d% ABOVE the threshold.
3. There are 4 Degrees of Success: 1) Success (Below Threshold), 2) Great Success (Below 1/2 Threshold), 3) Amazing Success (Below 1/4 Threshold), 4) Critical Success 001
4. ALL Armor, Barriers, Items, Vehicles, and Weapons are made of Component Pieces (CP) and can be repaired by adding more Component Pieces to the object.
5. To Repair Items/Armor/Weapons, make a Crafting/Mechanics/Science skill roll. For each Degree of Success, you roll a number of "Repair Dice" to create a Component Piece pool. If the CP Pool is greater than the amount of CP needed to repair/create the object, remove the amount needed from your inventory and the object is repaired/created. If it is not, remove the CP Pool amount and try again. Each attempt is 1 Hour and increases your chance of being attacked.
6. Salvaging is the Special Stat used to find Items or Component Pieces in the environment to increase the characters inventory.
7. Everything characters do creates noise and commotion which slowly increases your chance to attract enemies or trigger plot events. This is called the "ENEMY ATTRACTION GUAGE."
8. Combat is Opposed rolling where the Attacker makes Attack Skill (Archery, Blades, Brawl, Clubs, Heavy Weapons, Firearms, and Wrangle) roll while the Defender makes a Defensive Action roll (Dodge, Full Dodge, Parry, or Riposte). The Degrees of Success are compared and the better Degree of Success wins (ties often go to the player).
9. Characters take turns during Combat based on their INITIATIVE. A Combat Round is broken into 4 Action Phases, each costing 5 Initiative. Characters without Initiative do not take turns.
10. Damage uses a scale based upon the Weapon and then modified by conditions (like Build Damage Code Modifiers, etc.) or actions (like Called Shots, Upgrades, etc.). Some Damage is Resilience Damage (like fire, lightning, etc.) and requires a Resilience Special Stat.
11. Damage, unless otherwise stated, hits Armor or Barriers BEFORE hitting a characters Health Points. Once Armor or Barriers reach 0 points, THEN the character takes the damage and the Armor/Barrier needs to be repaired.

REGULAR PHASE

Nothing is static in the world around the characters, especially time and geography. Enemy intrusions push small pockets of survivors into inhospitable environments at every turn. Just when things seem relatively safe, a new madness enters the scene. And in some places, survivors' worst nightmares are a reality.

The Regular Phase is the primary block of gameplay, when characters interact with the world by scavenging, exploring, and crafting. Unlike Combat Rounds, the Regular Phase has little structure and allows for the freedom of movement, story, and character interaction. During the Regular Phase, characters are free to take actions as desired. Some actions take several hours to accomplish, while others are quick. Challenges that occur during the Regular Phase are generally resolved with relatively few skill rolls and usually do not involve an Initiative sequence, but one might be used for dramatic purposes.

REGULAR PHASE

ENEMY ATTRACTION GAUGE

Character actions can increase their chances of attracting enemies. Tracking this information is done with the Enemy Attraction Gauge (👁️), a fluctuating percentile based on character actions from the beginning of each scenario/session. Characters can actively attempt to reduce the 👁️ with stealth weapons, the Stealth skill, distractions, or other actions.

Certain actions will increase the 👁️ unless the character takes precautions, like using a rubber mallet or soundproofing a room. The passage of time without making noise or taking actions automatically decreases the 👁️, but environmental conditions, such as a gravel road, will increase the 👁️.



The Gamemaster may make a d100 roll to determine if characters have attracted enemies periodically, but should restrict this to times when the 👁️ is increased by 5 or more. If the roll is ABOVE the 👁️, the characters have not attracted enemies and are safe. A roll BELOW the 👁️ means that survivor characters have attracted at least one enemy or triggered an event. Attracted Enemies may stalk survivor characters until an advantageous time for attack arises, but many enemies, like Zombies, will always attack when attracted.

Enemy attacks from the 👁️ can come at any point, even during Combat Rounds where the survivors are actively engaged with other enemies. At the end of each Combat Round, the 👁️ increases +5 because of the sounds and smells of the Combat, but this may not affect the characters until the Regular Phase.


Use of the 👁️ is not required for every scenario, but the use of the 👁️ can also be used to track action that trigger specific plot events. However, because the 👁️ is used for HUNTING, Gamemasters can opt for an auto 30 👁️ for expedited Hunting.

HEALING PHYSICAL DAMAGE



Healing Physical Damage requires the **MEDICINE** skill. A character can heal themselves or another target, but the character must be within Close Range of the patient (see Immunity Damage for why this is sometimes risky). The character then determines the **TREATMENT CODE** based upon the quality of their conditions, their items, and their special abilities, and then makes their **MEDICINE** skill d100 percentil roll. The character then rolls a number of **TREATMENT DICE** for each **DEGREE OF SUCCESS**.

The base **TREATMENT CODE** during the Regular Phase is Decent (2d4), but this can be increased by Special Abilities and Items. Healing during the Regular Phase takes 1 hour per target and can only be done **ONCE** per game day to each target. For every 4 Health Points restored, the character expends 1 . Healing increases the  +5.

HEALING IN BRIEF

1. Determine Target
2. Determine Treatment Code based on conditions
3. Make Medicine Skill roll
4. Determine the amount of Treatment Dice based on the Degrees of Success
5. Roll Treatment Dice and Sum total
6. Add any additional Static amounts and restore the Target's Health Points
7. Remove 1  for every 4 Health Points restored

LEVEL	TREATMENT CODE	TREATMENT DICE
1	Quick (Q)	1D4
2	Basic (B)	1D4+1
3	Decent (D)	2D4
4	Moderate (M)	2D4+2
5	Surgical (S)	1D6+5

Tanya is treating Tim's injuries in the relatively peaceful riverbank. Because she can take her time, her Treatment Code is Decent. She has a Medical Kit and decides to reduce its  by 2, increasing her Treatment Code from Decent to Surgical. She rolls her Medicine skill and achieves an Amazing Success, allowing her to roll 1d6+5 three times (3d6+15). She rolls a 9 on her 3d6 roll and therefore restores 24 of Tim's lost Health Points, removing 6  to represent the bandages, tape, and gauze she used during the treatment.

HEALING RESOLVE DAMAGE

Resolve Damage occurs when a character has been attacked by a Mental or Psychic attack and has failed a Resolve Special Stat roll. Resolve Damage heals naturally after some time, Sleeping, by a Resolve Special Stat roll during a Long Rest, or from a Special Ability like Meditation or Trance.

Allies can assist characters in a Resolve Special Stat roll using the Academics skill, signifying an understanding of Psychological treatments, such as Catharsis, Gestalt Therapy, or Desensitization. This is a TEAMWORK action, and each DEGREE OF SUCCESS on the ACADEMICS skill roll adds a +5 to the character's Resolve Special Stat roll.

HEALING HUNGER DAMAGE AND STARVING

HUNGER DAMAGE results from characters not consuming their daily FOOD REQUIREMENT, based on their BUILD, between sleeps. Characters may eat freely throughout the Regular Phase but may be attacked while eating. Characters who eat during a Long Rest may eat up to 2 Food Units without being attacked.

Healing Hunger Damage requires eating an amount of Food Units equal to the Hunger Damage after consuming the daily requirement. The limit to excess Food Unit consumption is equal to the character's daily FOOD REQUIREMENT multiplied by 4.

Hunger Damage is cumulative. Characters who have suffered one-quarter (1/4) of their Fortitude Base Stat in Hunger Damage are STARVING. Starving characters suffer -10 to all Base Stats THRESHOLDS and a -2 to their Initiative. Characters who suffer one-half (1/2) of their Fortitude Base Stat become EMACIATED. EMACIATED characters suffer DISADVANTAGE to ALL rolls and a further -2 to their Initiative. If the character's Initiative is at or below 0, the character is BEDRIDDEN. Once a character has suffered Hunger Damage equal to the character's Fortitude Base Stat, they "Die."

IMMUNITY DAMAGE


All Damage that comes from Diseases or Radiation is Immunity Damage. The outcome of continued Immunity Damage is death and/or transformation into a Zombie or Mutant. This makes the character an NPC unless otherwise determined by the Gamemaster.


For Immunity Special Stat rolls, Characters must MEET the SUCCESS REQUIREMENT set by the source of the Attack. A failure results in the Character becoming INFECTED. Infected characters become further INFECTED each time they are exposed to the Z-virus or Radiation and fail their Immunity Special Stat roll, increasing the Stage of Infection each time they fail in this way, to a maximum of 3 Stages from a single source.

INFECTED characters must make an Immunity Special Stat roll at the end of every Sleep or game day. If they fail twice, the Stage of Infection increases by 1. Allies may assist the Infected character with a Medicine skill roll as a Teamwork roll, but at Stage 3 and above,

any character within Close Range of the INFECTED must make an Immunity Special Stat roll or become INFECTED themselves.

There are 6 Stages of Infection: Incubation, Gestation, Symptomatic, Prodromal, Acute, and Death. In the first two Stages of Infection, Incubation and Gestation, the character shows no symptoms and Gamemaster may opt make secret Immunity Special Stat rolls to determine if the infection increases.

From the 3rd Stage, the character begins to show signs of Infection, specifically Necrosis with the Z-Virus or Radiation Burns with Radiation Damage. This is when they become contagious and any characters that come within Close Range must make an Immunity Special Stat roll. During this same stage, Infected characters suffer DISADVANTAGE on their Base Stat rolls and double their daily Food Requirement. They may also suffer from coughing, sneezing, or other symptoms and must make a RESILIENCE SPECIAL STAT roll to resist at inopportune times that could risk exposing the group to Enemies or increasing the  +10.

Characters in the 4th Stage of Infection (Prodromal) continue to exhibit the signs and symptoms of the 3rd Stage, but now REQUIRE a Medicine skill roll and 2  before they can make an Immunity Special Stat roll to improve their condition. Upon entering the 5th Stage (Acute), the character suffers from DISADVANTAGE on ALL dice rolls, a -5 to their Initiative Special Stat, and triple their daily Food Requirement. If the Initiative Special Stat is at or below 0, the character is BEDRIDDEN.

While a SUCCESSFUL Immunity Special Stat roll keeps the infection from progressing, decreasing the Stage of Infection requires a GREAT SUCCESS or BETTER. The Stage cannot decrease more than 1 per Great Success. Characters may only make Immunity Special Stat rolls after Sleeping or at the end of a game day. If characters do not decrease the Stage of Infection before reaching the 6th Stage (Death), they can make one final Immunity Special Stat roll to maintain their life.

Tack managed to escape Zombies but failed her Immunity Special Stat roll three times during the encounter. She is now Symptomatic, has DISADVANTAGE to her Base Stat rolls, and must eat twice her daily Food Requirement. Unfortunately, Tack is a "Big" character (Build 110) and therefore must eat 6 Food Units until she decreases the Stage of Infection. Tack only has 1 MRE (3 Food units) and suffers 3 Hunger Damage when she wakes. Tack is alone and can make an Immunity Special Stat roll, but she fails the roll.

On the 2nd day of travel, she suffers the 3 Hunger Damage when she wakes and fails an Immunity Special Stat roll. Unfortunately, Tack is now in the 4th Stage of Infection. On the morning of the 3rd day of travel, she suffers 6 points of Hunger Damage, putting her at 15 Hunger Damage AND she is now STARVING. She suffers from a -10 on her Base Stats and a -2 to her Initiative. She fails her Immunity Special Stat roll automatically.


On the morning of the 4th day, she suffers an additional 6 points of Hunger Damage, and automatically fails her Immunity Special Stat roll because she is alone, thus progressing to the 5th Stage. She now suffers from Disadvantage to ALL rolls and has a cumulative -7 to her Initiative making her Bedridden.

RESTING AND SLEEPING

QUICK REST

1 minute. It is usually done just following a Combat Round and results in characters regaining 1 lost Health Point. This can only be done once between Combat Rounds.

LONG REST

1-hour periods in which characters can eat 2 Food Units, attempt to make Resolve Special Stat rolls, and decrease the  by -2. Like a Quick Rest, characters gain back 1 Health Point, but can also be the target of a Medicine Skill roll. A 4 hour period must pass before another Long Rest can occur.

SLEEP





4 or 8 hours. Characters regain 2 lost Health Points for every 4 hours of Sleep. During Sleep, Insanity Conditions dissipate, and Immunity Special Stat rolls can be made. When a character wakes, they suffer Hunger Damage if they did not eat their Daily Food Requirement during the previous day. Sleep can only be done once per game day.


SCAVENGING

Scavenging is the term given to actions used to obtain food from the environment. Salvaging is the term for obtaining useable Items and Component Pieces. Salvaging is conducted with the use of the Salvage Special Stat (see page 56). Scavenging, however, is broken into two categories: Hunting and Foraging.


HUNTING

Used to find “meat” Food Units. Characters choosing to Hunt must make an OPPOSED TRACKING skill roll against

the accumulated . This roll does not produce enemies, but the Tracking skill roll must EXCEED (not meet) the DEGREE OF SUCCESS on the  roll (ties go to the Gamemaster). Characters may use objects to temporarily decrease the  called Lures (decoy scents, whistles, etc). Characters can use up to 3 Lures per Hunting attempt, but if they are Successful on their roll, the Lure is destroyed. Each Lure is 4 , but can be Salvaged if the character failed on their Opposition roll.

Each hunting attempt takes one hour and increases the  +5 unless mitigated with Hunting Boots or Camouflage. If the hunting is successful, the character encountered an animal they kill and obtain 3 Food Units per DEGREE OF SUCCESS. After a Success, the character MUST change areas to attempt to Hunt again.


FORAGING

Used to find “plant” Food Units. Characters choosing to Forage must make a Survival skill roll. The result determines how many Food Units the character Foraged from the environment in the form of edible nuts, berries, mushrooms, etc., gaining 1 Food Unit per DEGREE OF SUCCESS. Foraging can be done multiple times, but each attempt takes 1 hour and increases the Success Requirement +1 per attempt, regardless of Success. Each attempt increases the  +5.


Once a character has a SUCCESS REQUIREMENT greater than 4 or fails twice on their roll, they must move to a different location before they can attempt to forage again.


NOTE: The Survival skill can also be used to “forage” meat from downed enemies, carving 1 Food Unit per Degree of Success.

CREATING AND REPAIRING OBJECTS


All objects can be created, modified, and repaired using skills and . Because all objects deteriorate due to damage, all objects require maintenance. Creating, Modifying, and Repairing is best during the Regular Phase, and each attempt takes one hour. Creating, Modifying, and Repairing is not as effective during Combat Rounds.



TERMINOLOGY

BREAK: Deconstructing objects to their . The Repair Code is Decent (2d4+1) during the Regular Phase, but Quick (1d4) during Combat Rounds.

CREATE: Creating New Objects by combing . The Repair Code is Quick (1d4) during the Regular Phase and Combat Rounds. This is increased with Items or Special Abilities.





MODIFY: Increasing an object's Component Point value up to ½ over its maximum or adding a benefit to an Item. The Repair Code is Quick (1d4) during the Regular Phase and Combat Rounds. This is increased with Items or Special Abilities.




REBUILD: The act of repairing an object that has dropped to 0 Armor Points or 0 Component Point Value. Repair Code is Decent (2d4+1) during the Regular Phase. This is increased with Items or Special Abilities. Rebuilding costs an additional +1  but resolves the same as REPAIR.




REPAIR: The act of using skills and  to restore missing Component Points of an object. Repair Code is Decent (2d4+1) during the regular phase, but this may be modified by a Special Ability or Special Item. The cost is 1-to-1, or 3  per 1 Armor Point.


LEVEL	REPAIR CODE	REPAIR DICE
1	Quick (Q)	1D4
2	Basic (B)	1D4+2
3	Decent (D)	2D4+1
4	Moderate (M)	2D4+3
5	Fair (F)	1D6+5
6	Excellent (E)	2d6+5
7	Outstanding (O)	1d8+9


All the Actions above follow the same procedure regardless of the skill roll involved. First, the character determines the type of action (Break, Create, Modify, Rebuild or Repair), then determines the REPAIR CODE for that action based upon the quality of their conditions, their items, and their special abilities. They then determine which of the skills they need to use for the object (i.e. Crafting for Armor and Items, Mechanics for Firearms, Science for Ammunition, etc.). Once they have this information, the character rolls their CRAFTING, MECHANICS, or SCIENCE skill. For each DEGREE OF

SUCCESS, the character rolls a number of REPAIR DICE, which either creates a  POOL. For Creating single objects, if the  Pool is greater than the value of a single object, it is created. For Creating batches, all the  in the pool are allocated however necessary to produce the maximum amount of full valued objects, but any unused  are lost.

Todd just escaped a skirmish with a Giant Beetle that broke his axe, and he has decided to Rebuild it. Because he is outside of Combat, Todd determines his Repair Code is Decent (2d4+1) and that the Axe uses the Crafting skill, with which he is Proficient. Rolling his Crafting skill, Todd gets a Great Success, allowing him to roll 2d4+1 twice (4d4+2), which comes up as 10+2 for 12. Because an Axe costs 6 , Todd only needed 7  to Rebuild the Axe with the pieces. He removes 7  from his inventory.







Breaking objects is the same process as above, but instead of ADDING  to an object, the character receives  equal to their REPAIR DICE roll up to the object's Maximum  -1 of the object being broken. This type of action can be taken to vehicles or Robots.


For Modifying Items, a SUCCESS and  equal to 1/2 of the item's maximum value are required. The modification grants +5 to skills when used. When Modifying Armor, Armor Points can only be modified up their maximum + 1/2, increasing their Armor Points OR granting them a trait that lasts until the additional 1/2 Armor Points are lost (ie. reflective, camouflage, etc.)

The Breaking/Creating/Modifying/Repairing process takes 1 hour per attempt and increases the  +10 unless the work is conducted in a soundproofed location. Creating a vehicle requires at least 1 attempt per apparatus, thereby taking at least 4 hours.

SKILL	OBJECTS
CRAFTING	ARMOR, BARRIERS, BOWS, NON-ELECTRICAL OR CHEMICAL SPECIAL ITEMS, AND MELEE WEAPONS
MECHANICS	ELECTRICAL AND MECHANICAL ITEMS, AND RANGED WEAPONS THAT USE THE BALLISTIC SKILL BASE STAT
SCIENCE	CHEMICALS, INCENDIARY AND EXPLOSIVE WEAPONS, AND FIREARM AMMUNITION

SALVAGING

Characters can use their Salvage Special Stat to search the environment for useable Items or Component Pieces. Characters must declare whether they are looking for Items or  **BEFORE** making the roll. Each **DEGREE OF SUCCESS** results in the character finding 1 Item or 1d4 . If a character searching for  gets an Amazing Success or higher, they can exchange their 3d4 or 4d4  dice for 1d4 . 1  can be converted to a "Round of Ammunition" by declaring it as such when discovered.

Salvaging takes 1 hour per attempt and each attempt in the same area increase the Success Requirement by 1. Salvaging does not increase the , however, and but once a character has failed twice, they can no longer Salvage in that area due to scarcity.

BREAKING OBJECTS (FURTHER EXPLANATION)

Objects can be deconstructed using a Crafting, Mechanics, or Science skill roll. Regardless of the ⚙️ Value of the object, the ⚙️ Pool is removed up to the ⚙️ Value -1 of the object. If the ⚙️ Pool is greater than the ⚙️ Value of the object, it is deconstructed to its ⚙️ Value -1. If it less than the ⚙️ Value of the object, the ⚙️ Pool is removed and further attempts to Break the object can be made.

The Character must be within CLOSE range to the object. Breaking Vehicles and Robots may be an active Attack action but is treated like a Non-Combat Skill action that takes 2 Complex Actions to accomplish (see Combat Rounds).

The REPAIR CODE for Breaking objects during the Regular Phase is Basic (1d4+2). This can increased with Special Abilities or Items, such as a Repair Kit. Characters may use tools to gain Advantage as they would for Creating or Repair rolls.

LEVEL	REPAIR CODE	REPAIR DICE
1	Quick (Q)	1D4
2	Basic (B)	1D4+2
3	Decent (D)	2D4+1
4	Moderate (M)	2D4+3
5	Fair (F)	1D6+5

CREATING NEW OBJECTS (FURTHER EXPLANATION)

Objects with 4 ⚙️ or less can be created in a “Batch” if they all require the same CRAFTING, MECHANICS, or SCIENCE skill. Objects with 5 ⚙️ or more require concentrated effort and must be made individually.

The REPAIR CODE for Creating Objects is Quick (1d4), but can be increased with Special Abilities, Items, or Situational Conditions.

If the character is Creating a single object, and the ⚙️ Pool meets or exceeds the required amount of ⚙️ for the object, the object is created, and the amount of ⚙️ used is removed from the character’s inventory. If the amount does not meet or exceed the required ⚙️ of the object, further attempts must be made to finish the object.


If the character is Creating a Batch of Objects, the ⚙️ Pool is removed from their inventory regardless of the amount of objects created. Any “partially” created batch items are rejected. Out of the ⚙️ Pool, characters make as many items as they can based on the ⚙️ Value of the objects. This is useful for weapons, arrows, and ammunition.


Each attempt to “Create” a new object or batch of objects takes 1 hour of the Regular Phase.

VEHICLES

Vehicles require the Mechanics skill as they complex electro-mechanical objects. There are 4 apparatuses that make a vehicle: Shell, Drive System, Environmental Contacts, and Control System. Creating a vehicle requires a dedicated effort to each of these systems, requiring at least 1 attempt per apparatus at 1 hour per attempt.




SHELL

The Shell determines the vehicle's Cargo Space. The Cargo Space indicates the amount of cargo the vehicle can hold (500  or 1 character per Cargo Space), the number of required Environmental Contacts, and the maximum amount of additional Armor Points. The Cargo Space is also the base Damage Code of the vehicle when Ramming.


The Cargo Space of a vehicle can be any number, but the required amount of  is 5 for every 1 Cargo Space. The amount of additional Armor Points that can be added is 10 Armor Points per 1 Cargo Space.

DRIVE SYSTEM

The Drive System determines the vehicle's Acceleration Rate. Acceleration Rates are twice the Drive System Rating, meaning that a Rating 1 Drive System can accelerate 2 Distances per DEGREE OF SUCCESS on a Drive skill roll. All vehicles have a Drive System Rating between 1 and 4.

Each Drive System Rating costs 1  + 4 . The Drive System Rating costs are cumulative, meaning that the previous Ratings cost(s) must be paid. The additional 4  are the wiring system, and more complex drive systems require more complex wiring.

ENVIRONMENTAL CONTACTS

The Environmental Contacts includes the tires, propellers, tracks, etc. that interact with the environment. These determine vehicle's Maneuverability (DEGREE OF SUCCESS limit with a DRIVE skill roll). Each Environmental Contact costs 4  and increases Maneuverability by +1. The Environmental Contacts required for a vehicle is equal to the Cargo Space, but a vehicle can have more than required. Track vehicles may appear to have only 2 Environmental Contact, but tracks have between 2 and 5 rotating wheels.






CONTROL SYSTEM

Vehicles either have a Control System Rating 0 (must be controlled directly by a driver) or a Control System Rating between 1 and 4. Any Rating 1+ Control System allows the vehicle to be remotely controlled with a Drone Command Unit OR drive autonomously. The Control System Rating is a direct numerical value of the vehicle's computer processor, resulting in a 1 GHz per Rating Value.


Any vehicle with a Control System Rating of 1 or more can function autonomously. If

equipped with a Firearm, autonomous vehicles can also make Attacks with a Ballistic Skill of 10 per Control System Rating. However, any vehicle with a Control System Rating 1+ that leaves Midrange from a Drone Control Unit either ceases to function or is susceptible to the Robot Sentient Code.

CREATING A VEHICLE IN BRIEF:

1. Determine apparatus
2. Make Mechanics skill roll
3. Determine the amount of REPAIR DICE based on DEGREES OF SUCCESS
4. Roll REPAIR DICE and create  Pool
5. Remove 1 / for each  applied.
6. Repeat steps 1-5 until the Required  has been added
7. Repeat steps 1-6 until all apparatuses are complete within the vehicle.

BODY POINTS

The total amount of , including additional Armor, of the vehicle. This is the equivalent of the vehicle's Health Points. Once a vehicle reaches 0 Body Points, it is "dead" and comes to a rolling stop before it ignites its remaining gasoline in a fireball of Extreme Damage (1d8+7), hitting every target within Short Range.

A vehicle that is at one-quarter of its maximum Body Points suffers from several vulnerabilities. All Actions taken inside the vehicle are at DISADVANTAGE, and Drive Skill rolls have an increased SUCCESS REQUIREMENT (Great). Vehicles with 5 or less Body Points ignite and cause 1d6 Resilience Damage for 2 Combat Rounds to the passengers.

When the vehicle reaches 0 Body Points, the Vehicle must be Rebuilt.

CREATING DRONES

Drones are vehicles with a Control System Rating of 1 or more. These can be under the command of a Drone Control Unit or allowed to act autonomously.

MOUNTING WEAPONRY ON A VEHICLE OR DRONE

Mounting a weapon on a vehicle or drone requires a Successful (1 Degree) Mechanics skill roll. The weapon itself must already exist. A mounted weapon takes 1 Cargo Space and requires the Heavy Weapons skill or Drone's Control System to operate.

Autoturrets are stationary drones without Environmental Contacts, but must have a Rating 1 Drive System and at least a Rating 1 Control System. Autoturrets have a chance of becoming infected with the Robot Sentience Code unless equipped with a Firewall protocol.

INSTALLING A FIREWALL PROTOCOL

Vehicles or Drones with a Control System Rating 1 or more may become equipped with a Firewall Special Stat installed at creation. This Functions in lieu of the Immunity Special Stat against digital "infections" for computer viruses like the Robot Sentience Code or from Hacking (see page 79).

To install the Firewall, a character makes a single TECH USE Skill roll and grants the Vehicle or Drone a Firewall Special Stat equal to 20 per DEGREE OF SUCCESS. If the Drone fails a FIREWALL SPECIAL STAT roll against the Robot Sentience Code, it does not get further attempts to fight the infection, but the character may attempt to intervene (see page 79).



QUICK REFERENCE VEHICLE INFORMATION


SHELL	CARGO	ACC RATE	MNVR	ADD'T ARMOR	BODY POINTS	AVERAGE KM/L	FUEL TANK
Bicycle	1	1	2	-	9	-	-
Rowboat	2	1	2	-	14	-	-
Motorcycle	2	4	2	20	58	60 km	18 L
Motorboat	4	4	3	10	62	1.2 km	75 L
ATV	3	6	4	10	77	20 km	17 L
4-door Sedan	4	2	4	30	74	15 km	56 L
SUV	4	6	4	20	92	8 km	60 L
Cargo Van	6	4	6	30	104	10 km	50 L
Humvee	4	4	4	40	96	10 km	95 L
Flat Bed Semi Truck	18	4	18	20	202	3 km	800 L
Biplane	2	6	2	-	38	8 km	350 L
B-8M Autogyro	1	4	1	-	29	2 km	50 L
Yacht	16	2	16	30	182	2.5 km	90 L
Helicopter	4	4	4	40	96	0.25 km	970 L
Sherman Tank	12	2	12	120	236	0.5 km	640 L

SHELL	CARGO	ACC RATE	MNVR	CONTROL SYSTEM	BODY POINTS	SIGNAL STRENGTH	BATTERY LIFE
Autoturret	1	0	0	Rating 3	41	1 (Short)	8 Hours
Fixed Wing Flyers	1	6	2	Rating 1	47	2 (Midrange)	4 hours
Quadcopters	2	6	4	Rating 1	54	2 (Midrange)	4 hours
Submersible	1	6	2	Rating 1	47	2 (Midrange)	2 hours
Traction	1	6	2	Rating 1	47	2 (Midrange)	8 hours
Walker	2	6	4	Rating 1	54	2 (Midrange)	4 hours
Wheeled	2	6	4	Rating 1	54	2 (Midrange)	4 hours

ACCELERATION RATE: The amount of Distances per Degree of Success on a Drive Skill roll that a vehicle can move in a single action.

ADDITIONAL ARMOR POINTS: Armor that must be destroyed before striking the vehicles Body Points.

BATTERY LIFE: The amount of time a Drone can function before recharging.

CARGO SPACE: Locations in the vehicle that can hold 500 , a mounted weapon, or a person up to Big Size. Large and Bulky characters take up 2 Cargo Spaces.

BODY POINTS: The total amount of Damage a vehicle can take before it is broken. When a vehicle is at one-quarter (1/4) of its Body Points, it reduces 1d6 body points per round unless repaired due to ongoing internal damage.

MANEUVERABILITY: The maximum DEGREES OF SUCCESS allowed on a Drive Skill roll.

CONTROL SYSTEM: The baseline for a drone's Intelligence, Instinct, Ballistic Skill, and Initiative when operating Autonomously. The base stats (Int, Ins, BS) are 10 per Control System Rating, and Initiative is 5 per Control System Rating.

SIGNAL STRENGTH: The distance a drone can move from a Drone Control Unit before it stops functioning OR begins to act autonomously and becomes susceptible to the Robot Sentience Code.

BASIC TECHNOLOGY

While civilization has collapsed, there are some remnants of infrastructure. Surrounding the globe is a network of information satellites mostly under the control of the Robot Empire, but accessible to survivors willing to risk exposure. Pockets of electricity, mostly via survivor-maintained generators, allow the charging and recharging of electronic components.

While these "comforts" exist, most survivors live without them. Some survivors have the luxury of a flashlight, but live by the sun and sleep at night. All survivors know this basic technology, but the amount of time that has passed since the collapse affects their understanding of it.

The most common form of technology is lighting. Portable lighting negates the **DISADVANTAGE** of fighting enemies in the dark. The next most common technology is weapon technology: all survivors understand they are outnumbered and need weapons.

Drone Command Units and the occasional computer are the top tier of technology. Because of the Robot Sentience Code, these high technological items are dangerous. A character that pushes technology too far will likely invite Robots attempting to make contact with this new technology that has emerged. Humanity will never be able to develop High Tech with Robots maintaining the information network.

COMBAT ROUNDS

Combat Rounds are structured sequences that allow characters to overcome challenges by applying damage. To facilitate this structure, the game is removed from the Regular Phase and enters the Combat Round.

Most Combat Round Actions are related to the Attack Skills (**ARCHERY, BLADES, BRAWL, CLUBS, FIREARMS, HEAVY WEAPONS, WRANGLE**, and in some cases **XENOTECH USE**), but other Skill Actions or Special Actions, like healing, scavenging, etc., can be taken with restrictions.

Combat Rounds begin when two or more parties undertake OPPOSITION actions intended to cause Physical Damage. The order of actions is determined by comparing all Characters' Initiative Special Stat. Characters are organized in descending Initiative Order and allowed to make 2 Complex Actions as their "Turn." After every Character has had their turn, 5 is subtracted from ALL Initiative scores, starting a new ACTION PHASE. Any Characters with Initiative at the beginning of the Action Phase act in descending Initiative order. Once all the Characters with Initiative have acted, another 5 is subtracted from ALL Initiative scores, starting a new ACTION PHASE. The process repeats until no Characters have Initiative or the maximum of 4 Action Phases have passed.

Combat Rounds have a maximum of 4 Action Phases. Characters with Initiative higher than 20 do not have more than 4 Turns per Combat Round. Once the 4 Action Phases are complete, the next Combat Round begins, resetting all Initiative. Some Items and Special Abilities grant a temporary increase to Initiative for a number of Combat Rounds, but the Initiative is not increased until the beginning of the next Combat Round. Ongoing Effects may linger beyond their initial phase until certain conditions are met.

Characters take 2 Complex Actions and a reasonable number of Free Actions on their Turn. Complex Actions are actions that require time or a dice roll, while Free actions require no time or dice. Free Actions can occur before or after Complex Actions.

Actions can only be held until the Character's next Turn. If they do not use the Held Action before their next turn, they lose the held action. Defensive Actions are "reactions" taken as Attacks are declared and are not considered held Actions

COMBAT ROUND IN BRIEF

1. Apply Ongoing Effects or Temporary Initiative Bonuses from the previous Round
2. Establish Initiative Order
3. Begin Action Phase 1 (Characters with Initiative take actions)
4. Subtract 5 from all Characters' Initiative
5. Repeat Steps 3 and 4 until there are no Characters with Initiative OR until the end of the 4th Action Phase
6. Begin Next Combat Round



FREE ACTIONS

Free actions are brief actions that do not require a dice roll. Some Special Abilities or special rules allow characters to turn Complex Actions into Free Actions. Some examples of Free Actions are: **CHANGING TARGETS, DECLARING CALLED SHOTS, DROPPING OBJECTS, GESTURING, SPEAKING SHORT PHRASES, etc.**

A Gamemaster may determine when too many "Free Actions" have been taken by a character.

COMPLEX ACTIONS

Complex Actions are actions that require time or a skill roll to accomplish during an Action Phase. There are 2 kinds of Complex Actions: Attack and Non-Attack.

The complete list of Complex Actions is: **ATTACK, CLEAR JAMMED FIREARM, MOVEMENT, RELOAD, TAKE AIM, RETRIEVE ITEM, NON-COMBAT SKILL ACTION, SALVAGING and USE READIED ITEM.**

REACTIONS

Reactions are Free Actions in response to situations that occur during Combat Rounds. These can be Resilience, Resolve and Immunity Special Stat rolls, Opposed Perception vs. Stealth Skill rolls following an UNSEEN attack, and Defensive Actions.

Characters can make as many Reactions as the situation dictates, but each Defensive Action after the first in the Action Phase are at DISADVANTAGE. Characters may use the "Held Action" option to mitigate this DISADVANTAGE to give them Advantage on their reactions.

ATTACK ACTIONS

An "Attacker" chooses a target of an Attack Skill, and the "Defender" chooses a Defensive Option (DODGE, PARRY or RIPOSTE). Both the Attacker and Defender roll a d100 for their corresponding THRESHOLD and compare the DEGREES OF SUCCESS. If a Defender has already used a Defensive Action during the Action Phase, their roll is at DISADVANTAGE. The Character with the higher DEGREES OF SUCCESS wins the challenge. Ties go to the Players except in situations that involve Boss Enemies. In the case of conflicts between Player Characters, ties go to the Attacker.

There are 4 Special Attack Actions that Characters may choose. They are: **CALLED SHOT, GRAPPLE, MULTI-ATTACK, and THROW.**

Characters may only attack ONCE per Action Phase unless they are using a MULTI-ATTACK option. This option is only available via Special Ability, Weapon Traits, or the character is Dual-Wielding (see page 69).

ATTACKING IN BRIEF:

1. Attacker chooses Target and Attack Skill
2. Defender chooses a Defensive Action
3. Both Characters roll
4. DEGREES OF SUCCESS are compared and the higher Degree wins
5. Damage is either applied or "deflected"
6. Next Character's turn

NOTE: For those with experience with other RPG Systems, combat here does not involve static "Armor Class" or "Defense" numbers but is a dynamic Opposition skill roll between Combatants.

DEFENSIVE ACTIONS

Whenever a Character is the target of an Attack, as a Reaction, they can DODGE, PARRY, or RIPOSTE if they are able. Characters who are RESTRAINED or SURPRISED cannot take a Defensive Action.

DODGE: Characters can make a Dodge Special Stat roll to avoid being struck by an Attack. Characters can exchange 5 Initiative to add $\frac{1}{2}$ of their Strength Base Stat to make a FULL DODGE in the form of leaping and diving away. If they do not have 5 Initiative, they can only make a Full Dodge if they sacrifice it from the next Combat Round.

PARRY: Characters can use their Blades, Brawl, or Clubs skill to intercept an Attack against them and fully deflect the damage.

RIPOSTE: In exchange for 3 Initiative, Characters can choose to counter-attack any Melee Attack Action against them with their Blades, Brawl, or Clubs skill. This is not used in Conjunction with Parry and represents the Defender's use of an opening to cause swift retribution for the attack underway. If they do not have 3 Initiative, they can only Riposte if they sacrifice it from the next Combat Round.

AMBUSHING

The term Ambushing applies to any Attack where the Attacker is concealed from the the target. This can occur when the Attacker uses terrain features or through the Stealth skill.

Whenever a Character is about to be ambushed by a Melee Attack, they instinctually make a Perception skill roll. If the target fails to meet or exceed

the Attacker's Stealth skill DEGREES OF SUCCESS, they are SURPRISED and unable to take any Actions during the first Action Phase, including Defensive Actions. If they succeed, they are not Ambushed. At the end of the first Action Phase, the Combat Round continues as normal.

If an Attacker has Ambushed their opponent using the Stealth skill, they are considered UNSEEN and not a valid target of Attacks or Riposte Defensive Actions until the Opponent has seen their attacker. A Stealth Character is automatically seen AFTER they use a Fighting Skill Attack (Blades, Brawl, or Clubs) or Wrangle Attack unless a Special Ability states otherwise.

A Stealth Character using Ranged Attacks (Archery, Firearms, or Heavy Weapons) remains UNSEEN, but each time a Target takes damage from an UNSEEN attacker, the Defender may make an Opposed Perception skill roll against the Attacker's Stealth skill as a Reaction. If the Attacker has not made a Movement action since their previous attack, the Defender gains ADVANTAGE for each Action Phase the Attacker remained stationary. The Defender only needs to MEET the Attacker's DEGREES OF SUCCESS (Ties go to the Defender in this case) to see their Attacker.

Defenders cannot make Attack or Defensive Actions against UNSEEN Attacks. On their Turn, they make a "Blind Attack," rolling their Luck Base Stat for their Attack Action. Critical Failures on Blind Attacks ALWAYS hit allies (aka Friendly Fire), or ricochet and hit the Attacker. Combatants may use 2 Complex Action to make an Opposed Perception v. Stealth skill roll to see an UNSEEN attacker.

In group situations, some Attackers may be

UNSEEN while others are not, and some targets may be SURPRISED while others are not. In those cases, resolve the first action phase however necessary, but the order of priority should go to UNSEEN Attackers first and SURPRISED Defenders last. During the second and subsequent action phases of that combat round, and all following rounds, Initiative resolves as normal, but UNSEEN Attackers are not valid targets for attacks from Combatants who have not seen them.

CALLED SHOTS

If an Attacker does not have Disadvantage from some source before their Attack, they may optionally declare a specific location or target for their attack (Called Shot) and gain DISADVANTAGE on the Attack skill roll. If successful, the outcome of the attack has a specific desired effect (increased damage, a situational conditions, etc.). Some Called Shot options come with increased Success Requirements because of the increased difficulty.

ARM/HAND: Characters can target an opponent's arm or hand to cause them to drop an Item. Targets take one-half (1/2) of the Physical Damage and lose the ability to use that arm or hand until the end of the Combat sequence.


BULLSEYE: Characters can target the exact same location as a previous attack and increase the weapon's Damage Code (DC) by +3. This requires an AMAZING SUCCESS.

COUP DE GRACE: A character may attack an UNCONSCIOUS Enemy as a called shot. This is a special attack and does not require an attack roll, BUT each Damage point decreases the Recovery Opportunity -1 (see page 75 for more information).

KNOCK OUT: Character strikes to avoid Physical Damage in an attempt to make the Target UNCONSCIOUS. This grants ADVANTAGE (negates the DISADVANTAGE) and forces the Target to make a Resilience Special Stat roll to Resist. If the Target gets a Great (2 Degree) Success, they are unaffected. If they get a Success (1 Degree) they become STUNNED for 1d4 Combat Rounds. A failure results in the Target becoming UNCONSCIOUS.

LEG/FOOT: Characters can target an opponent's leg or foot to cause them to become PRONE. Targets take one-half (1/2) of the Physical Damage and becomes PRONE. If they have less than 1/4 their Maximum Health Points, the Target becomes SLOWED as well.

TRICK SHOT: Character can fire a shot around a barrier via ricochet or through a small opening. This resolves the Attack as normal (see Page 81 for more information). This requires an AMAZING SUCCESS.

WEAPON/ITEM: Characters can target a weapon or Item and causes it to break. If the damage is greater than the weapon or item's  Value, the Item is broken and the opponent takes 1d4 Physical Damage from the shrapnel.

VITAL ORGAN: Characters can target a vital organs to increase the weapon's Damage Code (DC) by +2. This requires a GREAT SUCCESS (see page 81 for Damage Codes).

GRAPPLING AND WRANGLING

Characters may opt to Grapple an Opponent to stop them from making Attack or Movement Actions. On their Turn, the Attacker rolls their Brawl or

Wrangle Skill and the Defender rolls their Defensive Action. If the Attacker wins, no damage is applied, but the target becomes RESTRAINED.

Restrained Targets can only take Actions to escape the restraint: Break the Restraint with a Strength Base Stat roll, Slip the Restraint with an Agility Base Stat Roll, or Attack the Restraint or Attacker. The Attacker opposes with the same Brawl or Wrangle Skill they used to restrain.

Attackers can choose to Choke, Crush, Move, or further Restrain the Defender. Choking is a Knock Out Called Shot that does not require a Brawl or Wrangle skill roll. The Defender makes a Resilience Special Stat roll to determine if they become UNCONSCIOUS.

Crushing causes Light (L) Damage increased by the Attackers BUILD DC MOD, and is an Opposed Strength Base Stat roll. If the Attacker wins, the Defender takes the Damage.

Moving the Target 1 Distance is an Opposed Strength Base Stat roll unless the Restrained Target complies or is Hogtied. If the Attacker wins, they can choose the direction to move with their Target.

Further Restraining the Target requires another Brawl or Wrangle skill roll, but the Attacker has ADVANTAGE even if Not Proficient and the Restrained Target gains DISADVANTAGE because the target is already Restrained. If the Defender wins, they Break the Restraint and are freed. If the Attacker wins, the Restrained Target temporarily reduces their Strength Base Stat by -20. This condition is called HOGTIE even if it done without rope and allows the Attacker to move Restrained Targets without Opposed rolling.

MULTI-ATTACK

Characters who have a weapon with the “Multi-Attack” Special Trait, are wielding two weapons of the same Damage Code, or have a Special Ability that grants Multi-Attack, can make a second Attack Action in an Action Phase. This second attack gains DISADVANTAGE.

Multi-Attacks are resolved as two separate Attacks, allowing the Character to choose multiple Targets or the same Target twice. The target(s) takes separate Defensive Actions (gaining DISADVANTAGE if taking more than 1 Defensive Action during an Action Phase). A character cannot make more than one second attack unless a Special Ability or Trait says otherwise.

RESOLVE ATTACKS

Some Actions target an Opponent’s mental composure via a Special Ability, particularly violent situation, or through the use of the Charm and Intimidate skills. These special actions result in a Resolve Special Stat roll to Resist the “Resolve Damage.”

If the Target of a Resolve Attack fails their Resolve Special Stat roll, they become UNNERVED for 1d4 Combat Rounds or for a few minutes during the Regular Phase. If the Target is already, they become SHAKEN for 1d4 Combat Rounds or for a few minutes during the Regular Phase. If the Target is already SHAKEN, they gain an INSANITY Condition.

INSANITY Conditions can only be removed by sleeping, with the Meditation Special Ability, with the Trance Psychic Power, or with a Success (1 Degree) Resolve Special Stat roll during a Long Rest. Characters may help with the Academics skill.

RESOLVE DAMAGE PROGRESSION

- **STAGE 1: UNNERVED** (Disadvantage to ALL skill rolls for 1d4 Combat Rounds)
- **STAGE 2: SHAKEN** (-3 Initiative for 1d4 Combat Rounds)
- **STAGE 3: ROLL FOR INSANITY EFFECT**

DIO	CONDITION	EFFECT
1	AEROSTATIOPHOBIA	Irrational fear that any flammable liquids within Close Range are going to burn you. Compulsion to move at least 1 Distance away.
2	AGORAPHOBIA	Can only take Movement actions while in open areas and must move into enclosed spaces in order to take other actions.
3	ANTHROPOPHOBIA	Irrational fear of humans and the compulsion to move at least Midrange Distance from ALL humans, including allies.
4	CIBOPHOBIA	Irrational belief that all food within Close Range is contaminated. You cannot eat Food Units until this condition is removed.
5	DECIDOPHOBIA	You cannot take actions unless someone uses the Command skill to help you decide what actions to take.
6	HALLUCINATIONS	Lose 5 Initiative each Combat Round as you suffer from distracting visions of enemies, people, or places.
7	HOPLOPHOBIA	Irrational fear that any firearms or ammunition within Close Range are going to injure. Compulsion to move at least 1 Distance away.
8	MONOPHOBIA	You can only make Movement Actions unless there is at least 1 ally within Short Range of you.
9	PARANOIA	Irrational belief that your allies are your secret enemies and therefore cannot give or receive benefits from Teamwork or Command skill actions
0	STASIPHOBIA	Irrational fear that you will die if you stop moving. Must make at least 1 Movement action every Action Phase or suffer 1 Health Point Damage. You do not gain back Health Points for Resting, but do when sleeping.

NON-ATTACK ACTIONS

There are 7 Non-Attack Complex Actions that require “Time” during a Turn.

CLEAR JAMMED FIREARM: Unreliable Firearms jam with a roll of 95-99, but all Firearms Jam with a Critical Failure. Characters may use 1 Complex Action to clear a jammed firearm.

MOVEMENT: Characters can use 1 Complex Action to move 1 Distance, or transition from Standing to Prone or vice versa. Characters who are SLOWED must use 2 Complex Actions to move 1 Distance unless they make a Successful (1 Degree) Athletics skill roll.

RELOAD: Characters can use 1 Complex Action to reload their weapon unless a Special Ability or Special Trait says otherwise.

TAKE AIM: Characters can use 1 Complex Action to focus their actions and gain ADVANTAGE on their NEXT Attack. This can only be done ONCE per Turn, but can be done over multiple turns to “Stack” ADVANTAGE.

RETRIEVE ITEM: Characters can use 1 Complex Action to draw and “Ready” an item. This can be reduced to a Free Action with a GREAT (2 Degree) SUCCESS with a Palming skill roll. *This also includes finding an improvised weapon for a single attack.*

NON-COMBAT SKILL ACTION: Characters can use 2 Complex Actions to make a Non-Combat skill roll unless following descriptions or a Special Ability say otherwise.

USE READIED ITEM: Characters can use 1 Complex Action to use a “Readied” item (item that is already in the character’s hand).

RANGES AND MOVEMENT

Distance is Relative to the characters and is not determined in specific increments, but are judged in Movement actions. 1 Movement Action covers 1 “Distance” and “Running” is simulated by continuous or multiple Movement Actions in a Combat Round. Characters can move 1 Distance, but Vehicles and some animals can move 2 or more Distances in a single Action Phase (see page 72).

The distance ranges are **CLOSE**, **SHORT**, **MIDRANGE**, and **LONG**.

CLOSE: The distance immediately around the Character, within reach of their hands, and does not require any Movement Actions to make contact (but perhaps a single step).

SHORT: The distance just outside the Characters reach, and thus requires 1 Movement Action to make contact with Targets or Objects unless using a Ranged Attack or a Weapon with the “Reach” Special Trait (see Weapon Special Traits, page ##)

MIDRANGE: The distance decently far from a Character that require 2 Movement Actions to make contact with Targets or Objects unless using Ranged Attacks.

LONG: The distance far enough away that unless a Character possesses a Special Ability or is using a Vehicle, they cannot make contact with Targets or Objects on their Turn unless they are using Ranged Attacks. This distance also encapsulates the “extremely” far distances, and so may only be tracked by “incremental numbers” (ie 5 Distances) during Foot Chases or Vehicular Combat.

RANGED COMBAT AND DISTANCE

Each Ranged Weapon is affected differently by Distance. Some Weapons have DISADVANTAGE at 2 Distances, while others have ADVANTAGE at 2 Distances. Thrown Weapons do not have ADVANTAGE from Ranges, but some weapons are “balanced” for throwing and grant ADVANTAGE because of this structural design. Characters cannot throw beyond Midrange unless a Special Ability says otherwise.

WEAPON	CLOSE	SHORT	MIDRANGE	LONG
BOWS	Disadvantage	Advantage	-	Disadvantage
HANDGUNS SHOTGUNS	Advantage DC Mod +1	Advantage	-	Disadvantage
HEAVY WEAPONS	Advantage	-	-	Disadvantage
RIFLES	Disadvantage	Disadvantage	Advantage	-
THROWN	-	-	Disadvantage	

RANGES AND VEHICLES OR ANIMALS

Riding Animals move 2 Distances for each Movement Action. Likewise, Vehicles move at their Acceleration Rate for every Degree of Success on a Drive skill roll. This means that there is a speed discrepancy between Movement Actions and Vehicular Movement, as vehicles moving away from Stationary Targets might move into Long Range within 1 Action Phase. For ease of narration, attacks from Stationary Targets against moving vehicles are considered at Long Range unless the Gamemaster determines otherwise.

During Vehicular Combat, Distances become more Relative and elastic, counting by numbered increments rather than by descriptors (Close, Short, etc) because it is no longer judged by Movement Actions (see Vehicular Combat, page 74). Characters may transition between vehicles if the distance increment is 0. If the vehicles are 1 or more distance apart, characters must make an Athletics skill roll to transition between vehicles, increasing the Success Requirement +1 per Distance.

RUSHING

If a character moves more than 1 Distance (see Ranges and Movements below) between Attack Actions AND had used their first Complex Action on their Turn to move into Close Range with an opponent, they gain ADVANTAGE on any Fighting Skill Attack Action (Brawl, Blades, or Clubs) they make as their second Complex Action on their Turn. If they Succeed on this Attack Action, the character does an additional Light (L) 1d4 Physical Damage to the Target.

“Rushed” Targets can only make Dodge or Parry Defensive Actions as they cannot make Full Dodge or Riposte attempts due to the speed and severity of the attack.

HINDERING TERRAIN

Hindering Terrain is any terrain that causes characters to become SLOWED, like a sheer wall, a sandy beach, broken asphalt, etc. Characters must either take 2 Movement Actions or make an ATHLETICS skill roll to overcome the obstacles and move through Hindering Terrain.

Athletics skill rolls can be “Climbing,” “Jumping,” “Swimming,” “Parkour,” etc. Contort is a Special action used to squeeze through narrow openings and is affected by the character’s BUILD.

There are a few Hindering Terrain conditions which cause damage, like Molten Lava (1d6 Resilience Damage) or Deep Water (DROWNING Situational Condition) so taking the 2 Movement Actions is not an option without also taking the damage or condition.

FOOT CHASES

When pursuing or being pursued on foot, combatants enter a special Combat Round called a “Foot Chase.” During Foot Chases, Distance become incremental numbers rather than descriptors (ie Close, Short, etc.), marking the distance between ALL parties involved in the Foot Chase.

During a Foot Chase, ALL Combatants sacrifice 1 Complex Action on their Turn unless they have a Special Ability that allows them 1 Movement Action as a Free Action. This is to maintain the Foot Chase and causes ALL Attacks regardless of whether they are Ranged or not, suffer from Disadvantage. The second Complex Action can be ANY action, but combatants may make an Athletics skill roll to increase the distance between themselves and

others by 1 per Degree of Success. Each time the Combatant makes this Athletics skill roll, on their NEXT Turn they must make a RESILIENCE SPECIAL STAT roll. If they fail, they drop out of the Foot Chase. Each time a Combatant is required to make this Resilience Special Stat roll, the SUCCESS REQUIREMENT increases +1 unless they allow an Action Phase to pass between attempts, resetting the the Success Requirement.

If a Combatant has a SUCCESS REQUIREMENT greater than 4 DEGREES OF SUCCESS (Critical Success), they automatically drop out of the Foot Chase.

Pursued Combatants escape their Pursuers if there are 10 or more Distances between them and their closest Pursuer.

STOPPING VEHICLES OR FOOT CHASES

Characters may take actions to abruptly stop a Vehicle or a Foot Chase. Ending a Foot Chase requires that the pursuers and pursued are within 1 Distance and the pursuer makes a Successful Attack roll to stop the pursued combatant. Otherwise, Pursued Combatants can end a Vehicular Combat Round or Foot Chase voluntarily.

If the action is Successful, the abrupt stop transfers 2d4 Resilience Damage unless the action that stopped the vehicle or Foot Chase caused damage to the participants. This damage is treated as other Resilience Damage and can be Negated with a Resilience Special Stat rolls (see page 83 for more on Resilience Damage).

Upon a Successful stop action, the combatants move from the special Combat Round back to the regular Combat Round.

VEHICULAR COMBAT ROUNDS

Vehicular Combat Rounds begin when two or more vehicles engage in a sequence of fleeing and pursuing. Vehicular Combat Rounds have special rules, but use the Initiative and turns of regular Combat Rounds.

At the beginning of each Action Phase, Vehicle drivers must use 1 Complex Action to maintain control of their vehicle, unless Special Abilities states otherwise. The Drive skill **MUST** be rolled by the driver. If a Driver fails this Drive skill roll, they cannot take any other action besides gaining control of the vehicle. If a vehicle does not fall under a driver's control for 3 Action Phases, it is **CAREENING**. This continues until Characters gain control of the vehicle, the vehicle is destroyed, or an environmental object stops the vehicle and does the vehicles Cargo Space in Damage DC to ALL passengers.

Drones can be allowed to control themselves autonomously if they have 1 GHz or greater processing power, but that also allows them to process the Robot Sentience Code if they become infected (see page 74). Vehicles cannot autonomously drive themselves unless they have been modified with a Drone Control Unit.

All other Actions during Vehicular Combat are treated as regular Combat Actions, with Action Phases and Initiative Order, but all Movements within the vehicle are Contort actions. All Defensive Actions are at **DISADVANTAGE** because of the confined space. Attack Actions can be taken against opponents, but Attacks on the Driver or Passengers of a vehicle are made at **DISADVANTAGE**. Attacks on opponent vehicles have no special conditions. Attacks on ground targets around an opponent vehicle are at **ADVANTAGE**.

Drivers with control of their vehicles and 1 Complex action may take 1 of 4 Drive Skill Actions: **ATTACK, ACCELERATE, DEFENSIVE MANEUVER, or STABILIZE**.

ATTACKING nearby vehicles or barriers uses the Drive Skill as an Attack Skill. A vehicle must be moving for 1 Full Vehicular Combat Round before it can Attack with a Ram or Sideswipe Attack.

RAMMING allows the driver to make an Opposed Drive skill roll as an Attack. Like a normal Attack, the Attacking and Defending drivers' **DEGREES OF SUCCESS** are compared (ties go to the Attacker). If rammed, the Attacking vehicle causes Physical Damage. The **DAMAGE CODE (DC)** of the attack is the vehicle's Cargo Space increased +1 per the vehicle's Acceleration Rate. Thus, a Cargo Space 5 vehicle with an Acceleration Rate of 2 does Ferocious (1d10+11) Damage.

SIDESWIPING attacks the Defending driver's abilities, forcing them to maintain vehicle control. Sideswiping can only be done when there is 1 Distance between the Attacker and Defender. It is not an Opposed roll; the Attacker's Drive skill **DEGREE OF SUCCESS** becomes the Defender's Drive skill **SUCCESS REQUIREMENT** to maintain control. If they fail, they have lost control of the vehicle (see above).

ACCELERATING allows the Driver to modify the Distance to or from a target by the vehicle's Acceleration Rate multiplied by the DEGREE OF SUCCESS. Because the speeds are much faster than running, the distances are relative to the vehicular chase and well beyond the normal range distances.

DEFENSIVE MANEUVERS increase the SUCCESS REQUIREMENT for Characters attempting to Attack the vehicle and occupants to the DEGREE OF SUCCESS. Maneuver DEGREES OF SUCCESS are limited by the vehicle's Maneuverability and does not interfere with the Defensive Actions of passengers. Attackers must Meet or Exceed this new SUCCESS REQUIREMENT before passengers take Defensive Actions.

STABILIZING grants ADVANTAGE to the driver's next Drive skill roll, and ALL following actions by Passengers. However, this also grants ADVANTAGE to Attacks targeting the Vehicle or its occupants.

DRONE COMBAT

Drones can be used as weapons in Combat, either under the direct control of a driver using a Drone Control Unit or acting autonomously. Autonomous Drones require 1 GHz processing power, enough to process the Robot Sentience Code. Drones acting autonomously or outside the Midrange control of the Drone Control Unit must make a Firewall roll every Action Phase. If they fail the Firewall roll, they become infected with the Robot Sentience Code, which will take control of the Drone after 4 Action Phases.

Rescuing a Drone from the Robot Sentience Code requires a TECH USE skill. Each DEGREE OF SUCCESS on the TECH USE skill roll decreases the Level of Infection. Each Action phase that passes, the Robot Sentience Code increases by 1.

Drones under the control of drivers can make actions based on the Driver's Base Stats but are limited by the Drone's Maneuverability. Drones can be equipped with weapons, which Drivers control with the Heavy Weapons skill. Drones may also be equipped with explosives but are destroyed when detonated.

HACKING A ROBOT OR DRONE

Hacking a Robot or Drone requires combating the Robot Sentience Code. A character may attempt to Hack a Robot or Drone with an Opposed Tech Use v. Firewall roll IF they possess a Drone Command Unit. In the opposed rolling, both parties gain one "HIT" per Degree of Success, and the Firewall HITS are subtracted from the Hacker HITS. The Hacker must obtain 4 cumulative HITS to take control of a Robot or Drone, and once they do, they can give it a single Complex Action command per Action Phase or Hour. Each time they give a command, the Robot Sentience Code is able to make an Opposed Firewall v. Tech Use attempt to regain control. The Hacker may give a valid "Shut Down" command which allows the device to be shut down until turned back on.

The Robot Sentience Code remains in the Robot or Drone forever, always attempting to regain control. A character MAY remove the Robot Sentience Code by Creating a new Control System for the Robot or Drone.



SKILL USE DURING COMBAT

Some skills actions cannot be performed during a Combat Round, and some have special conditions. ***Skill use during a Combat Round requires 2 Complex Actions unless a special ability or the skill use description say otherwise.*** The skill use descriptions below include special information about using that skill during a Combat Round. ALL skills can be used during combat.

ACADEMICS SKILL

Characters can use 1 Complex Action to make an Academics skill roll to know more about their enemies. The character then gains a +5 per DEGREE OF SUCCESS on their next Action against that target. If the character fails, they may attempt this action as many times as desired until they gain a Success, but once they have Succeeded on the roll, they cannot use this skill again against that target. The Gamemaster can determine if the character can use this special action on each target or on a group of similar targets.

COMMAND SKILL



Characters can speak short phrases as a Free Action, but if they would like to gain the benefit of using the Command skill, they must use 1 Complex Action. This allows the character to shout a command or give a rousing speech to grant their target a benefit to their threshold. If Successful, the character grants their target +5 per DEGREE OF SUCCESS to THRESHOLD for their NEXT Action, supposing that the NEXT Action is related to the Command. This is treated as though it were a Teamwork skill action, but does not gain any Teamwork-related Special Ability benefits.

If the target of the Command skill chooses to take an action that is not the action indicated by the Command skill roll, the target loses the benefit. Characters may also combine this benefit with the Academics skill as indicated above.

This skill cannot be used to give an Enemy Resolve Damage. Resolve Damage can only come from the Charm or Intimidate skills.


MEDICINE SKILL

Characters can use 1 Complex Action to make a Medicine skill roll to heal Targets. The Character must be within CLOSE Range and have not made an Attack in the Action Phase. The character then determines the TREATMENT CODE based upon the quality of their conditions, items, and special abilities, and rolls their Medicine skill. During combat, Medicine skill rolls are limited to 1 DEGREE OF SUCCESS, unless a Special Ability states otherwise.

The Base Treatment Code during combat is Quick (1d4). Using the Medicine skill costs the character 1  for every 4 Health Points restored and increases the  +5.


LEVEL	TREATMENT CODE	TREATMENT DICE
1	Quick (Q)	1D4
2	Basic (B)	1D4+1
3	Decent (D)	2D4
4	Moderate (M)	2D4+2
5	Fair (F)	1D6+5

Medicine Skill Example






Tanya approaches Tim while he's behind a barrier. She sees his gunshot wound and rolls her Medicine Skill achieving an Amazing Success (3 Degrees), but can only apply 1 Degree to this action. Her Treatment Dice roll of 1d4 is a 3. She pulls out a strip of cloth (1 ) and wraps the wound, healing 3 of Tim's lost Health Points.


CRAFTING, MECHANICS, OR SCIENCE SKILL

If a character has not made an Attack Action on their Turn, they can use 1 Complex Action to make a Crafting, Mechanics or Science skill roll, but these have a SUCCESS LIMIT of 1 DEGREE OF SUCCESS unless they have a Special Ability stating otherwise. Optionally, if the character still has 1 Complex Action, they can exchange the action to increase their SUCCESS LIMIT to 2 DEGREES OF SUCCESS.

If the character is attempting to Repair an object, they must be within CLOSE distance to the object and have not made an Attack in the Action Phase. Repairs are done to objects with remaining Armor Points, while Rebuilding is done to objects with 0 Armor Points. Rebuilding costs an additional 1 .


After determining which skill to use based on the object, they determines the REPAIR CODE based upon the quality of their conditions, items, and special abilities, and rolls their corresponding skill to the object being repaired.


The Base REPAIR CODE during combat is Quick (1d4), but this can be increased with Special Abilities and Items. . Repairing any Items or Weapons during combat costs 1  per every  restored (Rebuilding costs an additional 1 ). Repairing Armor and Barriers costs 3  per every 1 Armor Point. Repairing increasing the  +5.

Brother Kane's Armor suffered a Massive hatchet attack from a Mutant and is at 0 Armor Points. Parks is in Short Range and decides to move to Brother and Rebuild his Armor. Parks rolls a Great Success on his Crafting skill, and because he has the Grease Monkey (Crafting) Special Ability, he can roll 1d4 twice (once for each success). Wrapping Tape quickly around Brother Kane, he replaces 4 lost , which grants 1 Armor Point to Brother Kane (1 for the rebuild + 3 for the 1 armor point).

LEVEL	REPAIR CODE	REPAIR DICE
1	Quick (Q)	1D4
2	Basic (B)	1D4+2
3	Decent (D)	2D4+1
4	Moderate (M)	2D4+3
5	Fair (F)	1D6+5

CREATING NEW OBJECTS DURING COMBAT

Characters may use the Crafting, Mechanics, or Science skills to Create a New Object during Combat Rounds, but due to the chaos, must make their roll at **DISADVANTAGE**. Creating New Objects also takes time, costing 1 Action Phase per  value of the object. Characters must make a Crafting, Mechanics, or Science skill roll each Action Phase they are working on the object. A Failure on the skill roll adds an additional Action Phase as no progress was made. However, any character that gains an **AMAZING SUCCESS** or better decreases the required Action Phases by 1.

Creating a New Object increases the  +5 per Action Phase.

COMBAT
ROUNDS

PERCEPTION SKILL

Characters can make a Perception skill roll to find hidden items or people during Combat as either 1 Complex Action or 2 Complex Actions. As 1 Complex Action, the character gains **DISADVANTAGE** on the roll. As 2 Complex Actions, the character does not have **DISADVANTAGE** and makes the roll as normal (unless Not Proficient).

When a character takes damage from a Ranged Attack sent by an **UNSEEN** Attacker, this automatically allows the character the opportunity to make an Opposed **PERCEPTION** v. **STEALTH** skill roll. The character only needs to meet the **STEALTH** skill roll Degrees of Success to find their **UNSEEN** Attacker (for more information, see page 67).

STEALTH SKILL

Characters may make a Stealth skill roll as 1 Complex Action during combat. This allows characters to be able to move and hide, or hide and attack, etc. Once a character has made a Stealth skill roll during combat, they become **UNSEEN** until their enemies meet their Stealth Degrees of Success with a **PERCEPTION** skill roll. Making a Ranged Attack does not **AUTOMATICALLY** cause the character to become seen, but a Melee Attacks does. However, when an **UNSEEN** character causes damage via a Ranged attack, they trigger an Opposed **STEALTH** skill roll against their target, as with the **PERCEPTION** skill use described above.

Each time a character makes a Ranged Attack while **UNSEEN** from the same location from their previous attack, they grant **ADVANTAGE** to their target's Perception roll.

COMBAT DAMAGE

There are 5 types of Damage: **PHYSICAL**, **RESILIENCE**, **RESOLVE**, **IMMUNITY**, and **HUNGER**. The two most common types of damage are Physical Damage and Resilience Damage.

PHYSICAL DAMAGE


Physical Damage is any damage that directly reduces Armor or Health Points and can only be mitigated by Armor and Barriers.

Armor and Barriers are designed to protect Characters and take damage BEFORE Health Point damage is applied unless a Special Ability or Attack states otherwise. Once Armor or Barriers are at 0 Armor Points, they become useless against damage, but a Character must remove the armor if they wish to make a Crafting repair roll. A character may stack armor up to 12 Armor Points before becoming ENCUMBERED.

If a character's Health Points are reduced to 0 or below, they become Unconscious and begin Dying. Dying takes time, and a character dies when they reach the end of their RECOVERY OPPORTUNITY, which is equal to their Fortitude ÷ 10 Combat Rounds. During the RECOVERY OPPORTUNITY, characters may be healed with a Medicine Skill roll or may attempt to Self-Stabilize by using one LUCK USE PER GAME to attempt a Resilience Special Stat roll, gaining 1 Health Point per Degree of Success and regaining consciousness. Self-Stabilized characters have an Initiative of 1 and ALL rolls are at DISADVANTAGE no matter the circumstances until they are healed with a MEDICINE skill roll. If a character fails the Resilience Special Stat Roll, they reduce their RECOVERY OPPORTUNITY by 1.

If a Dying character is attacked, attacks against them are automatically successful but instead of causing damage, they decrease the RECOVERY OPPORTUNITY by 1 per Attack. Multi-Attack Actions are separate actions, so Multi-Attack actions focused on the Dying character quickly decrease their RECOVERY OPPORTUNITY. If Dying Character is healed or Self-Stabilizes, the RECOVERY OPPORTUNITY is reset.

If a character receives damage that drops them BELOW 0 Health Points, this is OVERKILL. If the Overkill damage is greater than their TWICE the character's Maximum Health Points, the character skips the Recovery Opportunity and is fully dead. A character may sacrifice ALL their remaining Luck Use Per Game options (minimum 1) to Self-Stabilize. Self-Stabilized characters have an Initiative of 1 and ALL rolls are at DISADVANTAGE no matter the circumstances until they are healed with a MEDICINE skill roll.

When a Special Item or Weapon takes Physical Damage, the amount of damage correlates directly to the amount of  removed from the item. This means that Heavy or greater damage will likely do enough damage to significantly reduce or break most Special Items and Weapons.

DAMAGE CODES (DC)

Weapons have Damage Codes (DCs) that work on a sliding scale modified by Special Stats, Special Abilities, and Attack options. An Increased DC corresponds to increased base and maximum damage, creating an upward movement. Some special abilities and items, particularly Xenotech Items, can decrease the DC of an attack. DCs can also be increased if certain actions would cause additional damage, such as adding binary explosives to the tip of firearm ammunition.

Damage Codes are scale where once passed the “Ruinous” Degree, the damage increases by adding the scale on top of itself (Ruinous+Light). Therefore damage can range from Light to any number of Ruinous+ combinations.

Within DC dice notations, there is plus (+) sign followed by a number. This is called Static Damage and is a set amount of Physical Damage added to the variable of the die roll.

DEGREE	DAMAGE CODE	DICE
1	Light (L)	1d4
2	Average (A)	2d4
3	Heavy (H)	1d6+3
4	Massive (M)	2d6+3
5	Extreme (E)	1d8+7
6	Devastating (D)	2d8+7
7	Ferocious (F)	1d10+11
8	Ruinous (R)	2d10+11
9	Ruinous + Light (R+L)	2d10+1d4+11
10	Ruinous + Average (R + A)	2d10+2d4+11
11	Ruinous + Heavy (R + H)	2d10+1d6+14
12	Ruinous + Massive (R + M)	2d10+2d6+14
13	Ruinous + Extreme (R + E)	2d10+1d8+18
14	Ruinous + Devastating (R + D)	2d10+2d8+18
15	Ruinous + Ferocious (R + F)	3d10+22

USING BARRIERS AND CONCEALMENT

Barriers are static objects in the environment that provide Armor and **ADVANTAGE** on **STEALTH** skill rolls. All Barriers are Concealment objects, but not all Concealment objects are Barriers. Barriers provide Armor, while Concealment objects do not.

Barriers do not provide Advantage to Defensive Actions, but when attacked, unless the attack is a “Trick Shot” Called Shot Attack (see page 68), the Defender does not need to make a Defensive Action. If the Attacker succeeds, they do damage to the Barrier automatically. When the Barrier is reduced to 0 Armor Points, the Defender takes

damage. Barriers can be repaired using the **CRAFTING or SCIENCE** skills.

Barriers can be made of stone, steel, brick, etc., but deteriorate as they take damage.

⚙️ of an Armor Object is 3x the Armor Points. Once a Barrier reaches one-quarter of its Maximum Armor Points, it deteriorates on its own, losing 1d4 Armor Points per Combat Round. A Gamemaster might use this situation to decrease the **SUCCESS REQUIREMENT** during on Trick Shot Called Shot Attacks to simulate gaping holes in the barrier.

ARMOR POINTS	BARRIER	GP
1	Plastic sheet or tarpaulin	3
3	Glass Pane	9
5	Thin wood planking	15
7	Plexiglass	21
8	Steel Vehicle Cage	6 ⚙️
10	Heavy Wood Door	2 + 7 ⚙️
15	Drywall and Sheet Metal	2 + 11 ⚙️
20	Hard Wooden Furniture	15 ⚙️
25	Ballistic Glass	3 + 18 ⚙️
30	Steel Door	6 + 21 ⚙️
50	Concrete Traffic Barrier	2 + 37 ⚙️
75	Steel Pillar	1 + 56 ⚙️
100	Concrete and Rebar Pillar	75 ⚙️
110	Concrete and Rebar Wall	2 + 82 ⚙️
200	Reinforced Military Wall	150 ⚙️

SALVAGING DURING COMBAT ROUNDS

Salvaging is not generally feasible, but a character MAY use 2 Complex Actions to Salvage during Combat. Characters are restricted to 1 Degree of Success AND suffer Disadvantage on their Defensive Actions during the same Action Phase that they Salvaged. By default, Scavenging during Combat yields ⚙️ rather than Items, but a Gamemaster may allow for Salvaging Items if relevant, like if a character is attempting to recover an arrow from a downed Enemy.

The primary reason a character might want to Salvage During Combat would be to gain the ⚙️ necessary to repair a failing barrier, although fixing Armor and broken weapons are other popular reasons. A Gamemaster may allow characters to find additional ⚙️ if they choose, but otherwise, this method is highly ineffective. Repairing barriers can be done during Combat Rounds, but is much more effective if done when the Combat Rounds have been resolved and the characters are back in the Regular Phase.

RESILIENCE DAMAGE

All Indirect physical damage is Resilience Damage. This can come from chemicals, gases, elemental (heat, cold, rain, fire) sources, explosions, and special abilities. A Resilience Special Stat roll Negates 2 points of damage per **DEGREE OF SUCCESS** or Resists damage.

Electrical-based Resilience Damage ignores armor and is treated like a Knock Out Called Shot Attack. This may **STUN** or cause a Target to become **UNCONSCIOUS**. When attacked with this kind of damage, a Resilience Special Stat roll is used to **RESIST** the effect.

BLAST DAMAGE

Explosions and Incendiary devices have a blast radius of Short range from the epicenter unless a Special Trait says otherwise. Characters may make a Dodge Special Stat roll to decrease the Damage by one-half (1/2). Afterwards, they may make a RESILIENCE SPECIAL STAT roll to Negate the damage by 2 per Degree of Success.

FALLING DAMAGE

If a character falls from a distances past Close Range, they receive damage based on the distance they fall. For each distance, they increase the Damage Code of the fall +1 (Light for Short, Average for Midrange, etc.). Falling Damage often uses incremental numbers for ease of determining damage. *See page 81 for the Complete Damage Code Chart.*

ONGOING DAMAGE

Some weapons cause ongoing damage, like fire or electricity that continue for a number of rounds determined by the object or the GM. This damage is applied at the BEGINNING of EACH Combat Round the damage is ongoing.

IMMUNITY DAMAGE

Immunity Damage occurs whenever characters are within Close Range of Radiation Damage sources or when they take Physical Damage from an Enemy infected with the Z-Virus. When either of these situations occur, the character must make an Immunity Special Stat roll to Resist becoming infected.

If the character is already infected and fails to meet the **SUCCESS REQUIREMENT** on a subsequent Immunity Special Stat roll, the character gains a Stage of Infection. This means that a character may go from Incubation to Gestation or beyond within a single Combat Round.

There are 6 Stages of Infection: 1) Incubation, 2) Gestation, 3) Symptomatic, 4) Prodromal, 5) Acute, and 6) Death/Transformation. It is up to the Gamemaster and Player if a character transforms into a Mutant or Zombie instead of Dying from the infection. Both require the character to become a Non-Player Character.



SITUATIONAL CONDITIONS

BEDRIDDEN

When a character has an Initiative of 0 or less. They cannot take actions of any kind except to heal from their condition.

CAREENING

When a vehicle has not been under the control of a Driver for 3 Action Phases. All passengers take Average (2d4) Physical Damage, and are at DISADVANTAGE each Action Phase until the vehicle is stopped.

DISTRUST

When a character is uneasy and does not trust an Ally. Teamwork rolls require Great Success to obtain the +5 benefit.


DROWNING

When a character has failed 2 or more Athletics skill rolls while in water. They begin to sink and can only hold their breath for a number of Combat Rounds equal to 1/4 of their Fortitude Base Stat before they must make a Resilience Special Stat roll to avoid UNCONCIOUS.

EMACIATED

When a character suffers from Hunger Damage equal or greater than one-half (1/2) their Fortitude Base Stat. This grants them DISADVANTAGE to ALL rolls and a -2 to Initiative (cumulative with Starving).

ENCUMBERED

When a character is carrying more than 200 + Build worth of . Encumbered characters suffers from -1 to their Initiative, DISADVANTAGE to their Dodge Special Stat, and becomes SLOWED.

EXHAUSTED

When a character has received 5 or more Physical Damage due to heat or cold conditions. They become SLOWED and suffer from a +1 Daily Food Requirement and suffer DISADVANTAGE to all Strength and Agility based Skill rolls.

FATIGUED

When a character has reached the point in a prolonged Athletics action where they must achieve higher than a Critical Success on a Resilience roll. They are unable to make Athletics Skill rolls until they have Rested (taking no actions) for 4 Action Phases or 1 minute (outside combat).

HOGTIED

When a character has been further Restrained and now suffers a temporarily loss of 20 from their Strength Base Stat.

INFECTED

When a character has failed an Immunity roll against Radiation or the Z-Virus. If they are at Stage 3, they have a chance of spreading it to those within Close Range. The Success Requirement increases each Even Stage number. The 6 stages of infections have different effects:

- **Incubation and Gestation:** No affects
- **Symptomatic and Prodromal:** Disadvantage on Base Stat Rolls and Double Food Requirement
- **Acute:** Disadvantage on ALL rolls, Triple Food Requirement and -5 to Initiative
- **Death/Transformation:** Character dies

INSANITY

When a character has failed a RESOLVE SPECIAL STAT roll and gains an Insanity trait. Lasts until the character Sleeps.

PERMANENT INSANITY

When a character has received Insanity conditions than their Resolve Special Stat divided by 10. The next Insanity cannot be removed.

PRONE

When a character is laying on the ground. Ranged Attacks against them have DISADVANTAGE, but Melee attacks have ADVANTAGE.

READIED

When an object is in the character's hand. Items can become Readied with a Quick-Draw (Palming skill) Action that achieves a Great Success or better.

RESTRAINED

When a character has been Grappled or Wrangled and may only take actions related to escaping their restraints.

SHAKEN

When a character suffers from Resolve Damage and loses 3 Initiative for 1d4 Combat Rounds

SLOWED

When a character is unable to make a normal movement action, due to terrain or situation, and requires 2 Movement Actions to move 1 Distance. This is overcome with a Successful (1 Degree) Athletics skill roll.

STARVING

When a character suffers from Hunger Damage equal or greater than one-quarter (1/4) of their Fortitude Base Stat. This grants them a -10 to ALL Base Stats and a -2 on Initiative.

STUNNED

When a character suffers from Resilience Damage, usually electrical in nature, and loses 5 Initiative for 1d4 Combat Rounds.

SURPRISED

When a character has been Ambushed through the Stealth Skill or other means and cannot act in the first Action Phase of the Combat Round.

UNCONSCIOUS

When a character has failed a Resilience Special Stat roll and falls unconscious. They cannot take actions or make defenses.

UNNERVED

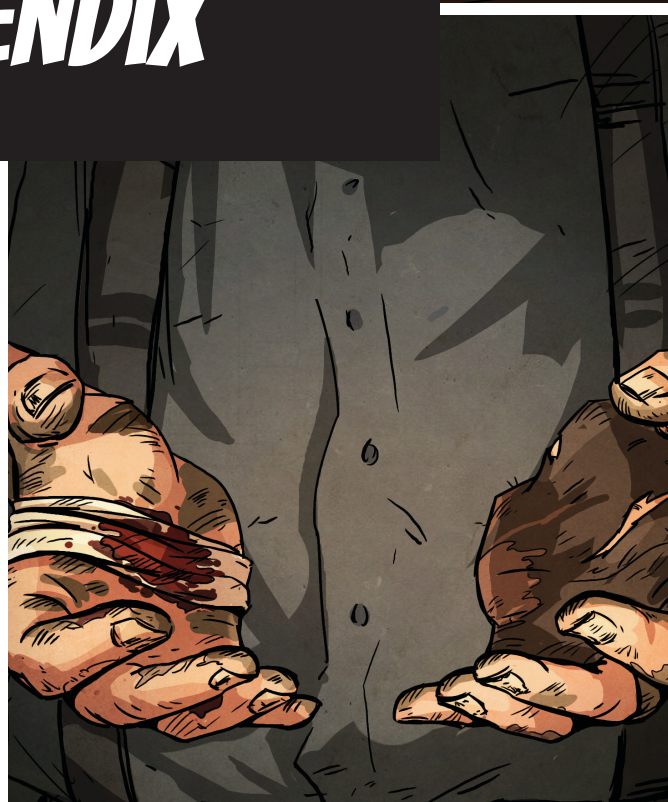
When a character has failed a RESOLVE SPECIAL STAT roll and suffers DISADVANTAGE on ALL skill rolls for 1d4 Combat Rounds or a few minutes (outside combat).

UNSEEN

When a Character has successfully used the Stealth Skill and is hidden. UNSEEN characters are not a valid target of Attacks or Riposte Defensive Actions. Seeing an UNSEEN character requires meeting their Stealth DEGREES OF SUCCESS with a Perception skill roll.












APPENDIX







ARMOR

Armor is made from random components (strips of cloth, leather, scraps of metal, stacks of paper, etc). It often has bits of wood, steel, rubber, glass, or other materials to add protection by linking each layer into a woven object. Armor Points are the amount of direct Physical Damage Armor can prevent from striking the character's Health Points and can be stacked to a maximum of 12 Armor Points.

The  Value of an Armor object is 3x the Armor Points. Inferior Quality  are equivalent to ½ of an Average , thus resulting in 6x Inferior  per Armor Point. Superior Quality  are equivalent to 3 Average , thus costing only 1 Superior  per Armor Point. Superior and Inferior  can only be found by Salvaging and not at character creation or through the Crafting skill.






The following list is of “equivalent” items for ease of description, but the action materials used may be objects like manhole covers, stop signs, car doors, etc. The cosmetic nature of the armor is determined by the players and the Gamemaster, but the  Value lists how many of these random pieces make up the Armor object.

ARMOR POINTS	ARMOR EQUIVALENTS	CP VALUE
1	Scrubs, Hat	3
2	Leather Jacket, Gloves, Helmet	6
3	Camo Jacket	9
4	Motorcycle Armor	12
5	Kevlar Vest	15
6	Kevlar Jacket	18
7	Studded Leather Vest	21
8	Ballistic Plating or Chainmail	24
9	Hardened plating (iron)	2 + 6  + 1 large plate
10	Jointed armor plates	2 + 7 
11	Riot Shields	8  + 1 large plate
12	Damascus Body Armor	9 




WEAPONS


BLUNT WEAPON (CLUB SKILL)	DC	SPECIAL TRAITS	CP
Bare Fist	L	Cannot be Thrown	-
Rock, Glass Bottle, Etc	L	-	2
Bat, Plank, Hammer, Stick	A	Versatile	3
Bullwhip, Chain, Etc.	A	Reach, Wrangling Skill	4
Bat/Hammer with barbs	H	Versatile	5
Sledge Hammer	H	Unbalanced, 2-handed, Reach	6

BLADED WEAPON (BLADES SKILL)	DC	SPECIAL TRAITS	CP
Folding Knife, Shuriken, etc.	L	Concealable, Balanced	2
Combat Knife, Scalpel, etc.	A	Balanced	3
Hatchet, Machete, Javelin, etc.	H	Balanced, Versatile	5
Katana, Axe, Spear, etc.	H	Unbalanced, 2-handed, Reach	6

HANDGUNS (FIREARMS SKILL)	DC	SPECIAL TRAITS	AMMO	EAG	CP
.38 Revolver	A	Concealable, Reliable	5 Cyl	+7	2 + 1 
9mm Auto	H	Concealable, Mag, Unreliable	16 Mag	+10	2 + 2 
.357 Revolver	H	Concealable, Reliable	6 Cyl	+10	3 + 1 
.45 Auto	M	Mag, Multi-Attack, Str Req 25, Unreliable	13 Mag	+15	4 + 2 
.44 Revolver	M	Reliable, Str Req 40	6 Cyl	+15	3 + 3 

BOWS (ARCHERY SKILL)	DC	SPECIAL TRAITS	AMMO	EAG	CP
Compound	H	Str Req 50, DC Mod Max +2	-	+5	3 + 1 
Recurve	A	Str Req 20, DC Mod Max +1	-	+2	3 
Crossbow	L	Uses Firearms Skill	1 Arrow	+1	3 + 1 

LONG ARMS (FIREARMS SKILL)	DC	SPECIAL TRAITS	AMMO	EAG	CP
.22 Bolt Rifle	L	Mag, Reliable	15 Mag	+5	3 + 2 
Lever Rifle	A	Multi-Attack, Unreliable	6 Tube	+10	5 + 2 
Autorifle (M16)	A	Burst Fire, Mag Str Req 25, Unreliable	30 Mag	+15	1 + 5 
20-G Shotgun	E	Mag, Scattershot, Unreliable	9 Tube	+20	5 + 3 
12-G Shotgun	E	Reliable, Scattershot	10 Tube	+25	6 + 2 

HEAVY WEAPONS (HEAVY WEAPONS SKILL)	DC	SPECIAL TRAITS	AMMO	EAG	CP
Flamethrower	M	Backburn, Burn, Cone	20L (4)	+15	4 
Mounted Turret	M	Belt fed, Burst Fire, Immobile, Unreliable	30 Belt	+20	3 + 7 
Rocket Launcher	-	Requires Explosive Ammunition	1 Shot	+50	9 

DEGREE	DAMAGE CODE	DICE
1	Light (L)	1d4
2	Average (A)	2d4
3	Heavy (H)	1d6+3
4	Massive (M)	2d6+3
5	Extreme (E)	1d8+7
6	Devastating (D)	2d8+7
7	Ferocious (F)	1d10+11
8	Ruinous (R)	2d10+11
9	Ruinous + Light (R+L)	2d10+1d4+11
10	Ruinous + Average (R + A)	2d10+2d4+11
11	Ruinous + Heavy (R + H)	2d10+1d6+14
12	Ruinous + Massive (R + M)	2d10+2d6+14
13	Ruinous + Extreme (R + E)	2d10+1d8+18
14	Ruinous + Devastating (R + D)	2d10+2d8+18
15	Ruinous + Ferocious (R + F)	3d10+22
16	Ruinous + Ruinous (R + R)	4d10+22

WEAPON SPECIAL TRAITS

2-HANDED: This weapon REQUIRES both hands in order to use it as a weapon.

BACKBURN: Whenever this weapon is used, the wielder must make a Resilience Special Stat roll to Negate 1d6 points of this weapon's damage attacking the user.

BALANCED: This weapon is thrown at ADVANTAGE

BELT FED: This weapon requires ammunition on a belt; reloading costs 2 Complex Actions.

BURST FIRE: Character may allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first. The Attacker and Defender gain DISADVANTAGE on their rolls. The Attacker gains another DISADVANTAGE at 4 Rounds, again at 6 Rounds, and finally at 8 Rounds of Ammunitions.

CONCEALABLE: This weapon grants ADVANTAGE to Palming skill rolls to conceal it.

CONE: This weapon strikes 1d6 targets (including Allies) in front of the user. Targets within Short Range take the full DC, targets in Midrange take the DC -2, and targets at Long Range are unaffected. Targets can only Dodge or Full Dodge this attack.

DC MODIFIER LIMIT: The limit that a character's Build DC Modifier applies to the DC of this weapon.

IMMOBILE: This weapon MUST be mounted to a vehicle or a barrier in order to use it because it is too heavy or recoils too much to be held.

MAG: This weapon uses a Magazine. Can be reloaded as a Free Action with a Great Success on a Palming skill roll.

MULTI-ATTACK: This weapon grants the wielder the ability to make a second Attack Action on their Turn.

REACH: The wielder can attack targets in Short Range without moving or throwing.

RELIABLE: The wielder re-rolls any critical failures with this weapon.

SCATTERSHOT: The wielder may designate 1 or 2 targets and rolls their Firearms skill once. Each target makes their Dodge rolls separately. The weapon's DC decreases by 2 per range increment past Short range.

UNBALANCED: This weapon is thrown at DISADVANTAGE

UNRELIABLE: This weapon jams on a 95-99 roll and must be cleared with a Complex Action

VERSATILE: This weapon can be used with either 1 or 2 hands. Using 2 hands grants ADVANTAGE to the wielder.





EXPLOSIVE AND INCENDIARY WEAPONS



Characters may build explosive and incendiary weaponry with the Science skill. Most explosives are a flammable or reactive chemical mixture within a container, can be Thrown to a maximum distance of Midrange. The blast radius is Short unless a Special Trait specifies otherwise.



EXPLOSIVE	DC	SPECIAL TRAITS	CP
C-4	R	Must be placed with the Tech Use skill, +25	16
Dynamite	F	Blast Radius Midrange, +15	1 + 3
FIM-92 Stinger Missile	R + M	Must be fired from a Rocket Launcher, +35	2 + 5
Fragmentation Grenade	E	Balanced; 1 Combat Round Delay, +20	3 + 1
High-Explosive Antitank Grenade	R + E	Must be fired from a Rocket Launcher, +30	3 + 4
Molotov Cocktail	H	Burns 1d6 Rounds, +5	5
Pipe Bomb	D	Decrease 2 DC per Distance beyond Close Range, +10	9
Shrapnel Bomb	L	Blast Radius Close, DC+1 per every 3 additional CP, +2	3



SPECIAL ITEMS



Characters may find the following items scattered throughout the world using their Salvage Special Stat or may choose to create them using the CRAFTING, MECHANICS, or SCIENCE skills and  (most items use the Crafting Skill unless mechanical). Items have multiple uses, some from their design, but other uses may be determined by the player. For example, a pair of glasses can start fires, a camo tarp can gather morning dew, etc.



The following list contains the Special Items and their uses.  values are on page 99.


2 QUART CONTAINER OF OIL: 2 quarts of motor oil. Option 1: Reduce 2  to gain ADVANTAGE on Mechanic skill rolls for repairing. Option 2: Reduce 1  to deal 1d4 Resilience Fire Damage for 1d4 Combat Rounds.



20L JERRY CAN OF FUEL: 20L (5 gallon) metal container of Fuel. Reduce 2  to deal 1d6 Fire-based Resilience Damage for 1d4 Combat Rounds. Reduce 2  to give vehicles 1L of Fuel.


25CM TAPER CANDLES: Reduce 1  to produce 1-hour of Midrange light. Can cause 1 Resilience Damage. Can be extinguished and relit, but still loses 1 .


ACCUMULATOR FLASHLIGHT: Fixed beam flashlight powered by Accumulator technology. Reduce 1  for 1 hour of Midrange light. Recharges 1  per hour of non-use via natural magnetism.


ACETAMINOPHEN: Reduce 1  to Increase Immunity Special Stat roll Degree of Success +1. Cannot reduce more than 4  at once.

ALARM CLOCK: Mechanical device that rapidly and repeatedly rings a small bell at the set time. Increases the  + 30.

ALCOHOL 80 PROOF: Option 1: Reduce 1  to gain 1 Food Unit and become STUNNED for 1 hour. Option 2: Reduce 1  to gain


ADVANTAGE on a Medical skill roll. Option 3: Reduce 1  to cause 1d6 Fire-based Resilience Damage for 2 Combat Rounds.

AMPHETAMINES: Reduce by 3  to gain +10 Initiative for 3 Combat Rounds. After 3 Combat Rounds, make a Resilience Special Stat roll against Knock-out (see page 68). *Not cumulative with other Initiative bonuses*



ANTIDOTE: Created with the Medicine or Science skills. Reduce 1  to reduce 1 Stage of Infection.

ARROW: Ammunition for Bows and Crossbows. Receives Damage Code from the weapon.




BALLISTIC GLASSES: Tool used to gain +5 to Ballistic Skill Threshold.




BACKPACK: Holds 100  off the body, allowing small items and most weapons to be carried. Does not hold rifles, bows, or sleeping bags, but these may be attached externally.


BINOCULARS: Grants ADVANTAGE to Perception skill rolls over Long Distance, DISADVANTAGE to Perception skills from Midrange and below.

BOWSTRING DAMPENER: Reduce 1  to decrease the  from a bowstring -2 for 1 Attack Action.

CAMO TARP: Stealth skill rolls at ADVANTAGE when stationary (not moving)


CIGARS (5): Reduce by 2  to gain ADVANTAGE on Resolve rolls made within 5 hours of use. Can also be decreased by 2  to become an improvised delayed fuse that burns for 1 hour.  +5 when burning.

CIGARETTES (10): Reduce by 1  to gain ADVANTAGE on Resolve rolls made within 3 hours of use. Can also be decreased by 1  to become an improvised delayed fuse that burns for 10 Combat Rounds (1 Minute).  +2 when burning.

COMIC BOOK: Resolve rolls are made at ADVANTAGE for 10 hours after reading. Reduce 1  to use as kindling to gain ADVANTAGE to Survival skill rolls when increasing Food Safe Levels (see Gamemaster Guide, page 18)

COMPASS: Grants ADVANTAGE to Navigation skill rolls.

CORD SAW: Grants ADVANTAGE to Survival skill rolls when Foraging. Can also be used to do Average (2d4) Damage. Cuts through wood, metal, plastic, bone, and ice.


COSMETIC KIT: Reduce 1  to gain ADVANTAGE on Charm skill rolls.


CROWBAR: Grants ADVANTAGE on Prying actions. Can be used as a Heavy (H) Blunt Weapon.


DECK OF PLAYING CARDS: Grants ADVANTAGE to Palming rolls to cheat.



DRONE COMMAND UNIT: A book sized Radio Frequency GUI-operated Device that controls up to 3 drones within Midrange. With a Successful Tech Use skill roll, the device can be modified to send and

receive voice transmissions, connect to the global information network used for Robot communication, or HACK a Robot or Drone within Midrange. If connected to the Robot communication network, becomes infected with the Robot Sentience Code.



DUCT TAPE: Reduce by 1  to gain ADVANTAGE on Crafting, Mechanics, Medicine or Science skill rolls.


EDIBLE MUSHROOM: Reduce by 3  to gain 1 Food Unit. If mixed with 1 other Food Unit (water), it produces a 4 Food Unit soup.


ENERGY DRINK: Reduce by 2  to provide +5 Initiative for 3 Combat Rounds. *Not cumulative with other Initiative bonuses*

ETHANOL GEL: Option 1: Reduce by 1  to gain ADVANTAGE to Survival skill rolls when increasing Food Safe Levels (see Gamemaster Guide, page 18). Option 2: Reduce by 2  to cause 1d6 Fire-based Resilience Damage per Combat Round until extinguished by smothering with 2 Complex Actions. If mixed with water, increases to 2d6 Fire-based Resilience Damage per Combat Round.



EXTRA CHANGE OF CLOTHES: Grants ADVANTAGE to the Charm skills.


FIREARM AMMUNITION: Used for firearms. Ammunition costs 1  (4 ) each and can be ANY damage code. Ammunition only works in a firearm with the corresponding Damage Code.

FLARE: Ignites as a Complex Action and immediately increases the  +10. Provides Midrange light. Can be used to cause Heavy (H) Resilience Damage to a target and burns for 1d10+2 minutes. Cannot be extinguished.


FLINT AND STEEL: Reduce by 1  to gain ADVANTAGE to Survival skill rolls when increasing Food Safe Levels (see Gamemaster Guide, page 18)

GAME BAG: Mesh bag that Holds 2 Food Units when full and can be used as a Lure when Hunting (does not get destroyed).

GEIGER COUNTER: Reduce 1  to gain 1 hour of radiation scanning on objects, places or persons. Recharges 1  per hour of non-use.


GLOW STICK: Single use. Provides 12 hours of Short Range light via chemiluminescence when “cracked.” Cannot be extinguished.  +5


GOVERNMENT ID: Grants ADVANTAGE on Charm skill rolls. A GREAT SUCCESS or better on a Perception skill roll reveals the ID to be expired or fake.

GROUND COFFEE: Reduce by 1  to gain 1 Food Unit. When mixed with 1 other Food Unit, this can be consumed by 1 character to gain +3 Initiative for 3 Combat Rounds within 6 hours. *Not cumulative with other Initiative bonuses*



HANDCUFFS: Grants ADVANTAGE to Interrogate skill roll, and Grapple actions.

HANDHELD SHORTWAVE RADIO: A handheld device that can send and receive radio transmissions over Long Range.


HUNTING BOOTS: Grants DISADVANTAGE to Athletic skill rolls, but negates the  increases from movement.



ISOPROPYL ALCOHOL: Option 1: Reduce by 1  to gain ADVANTAGE on Medicine Skill rolls. Option 2: Ignite with flame for 1d4 Fire-based Resilience Damage for 2 Combat Rounds.


LAPTOP: A portable device with attached keyboard, screen, and graphic interface. Does not require a Tech Use skill for basic functions, but does for programming or connecting to the Robot communication network. Basic Use: “Record” data that can be used later to gain Advantage on Academics or Science skill rolls.


Reduce 1  to use for 1 hour. After 4  have been removed, it must be recharged through external power supplies, like a Solar Charging Unit.

LARGE NET: Grants ADVANTAGE to Wrangle skill rolls or Hunting near water.



LIGHTER: Reduce by 1  to cause 1 Fire-based Resilience Damage to a target or ignite flammable objects. Burns for 5 minutes before self-extinguishing but extinguishes if used to cause damage.


LITHIUM ION BATTERY CELL: Reduce by 1  to grant 1 hour of electrical energy (even to vehicles). After 4  have been removed, it must be recharged through external power supplies, like a Solar Charging Unit.



MAGIC MUSHROOM: Reduce by 3  gain ADVANTAGE on Resolve Special Stat rolls for 5 hours due to ongoing hallucinations. After this same period, character gains DISADVANTAGE on all Resilience Special Stat rolls. Must be Foraged to regain.


MATCHES: Reduce by 1  to light as a Complex Action to gain Close Range light OR ignite flammable object. Extinguishes after 1 Action Phase igniting object.

MECHANICALLY POWERED LOW-LIGHT

FLASHLIGHT: Reduce 1  to gain 1 hour of filtered Midrange light that cannot be seen farther than Short Range. After 4 


have been removed, it can be recharged with manual charging actions at a rate of 1-minute charging to regain 1 .

MEDICAL KIT: Reduce 1  to increase the Treatment Code by 1 on a Medicine skill roll. Can be combined with other Medical Kits to replenish .

MILITARY PACK: A special designed backpack that reduces the SUCCESS REQUIREMENT on a Quick-draw action to a Success via several accessible pockets. Holds 100  off the body.



MILITARY SURVIVAL MANUAL: Grants ADVANTAGE to survival skill rolls. Characters also decrease the cost for gaining or increasing the proficiency with the Survival skill by 100 XP.




MRE: “Meals Ready to Eat.” Provides 3 Food Units in sealed, protective packaging.

OLD MAGAZINE: Grants ADVANTAGE to Resolve Special Stat rolls for 10 hours after reading. Reduce 1  to use as kindling to gain ADVANTAGE to Survival skill rolls when increasing Food Safe Levels (see Gamemaster Guide, page 18)

OLD ROAD ATLAS: Grants ADVANTAGE on Navigation skill rolls.


OXYGEN MASK: 2 Armor Points that cannot be destroyed without a Called Shot action. Grants Advantage on Immunity Special Stat rolls. Can be combined with an Oxygen Tank to ignore Immunity Rolls.



OXYGEN TANK: 5 Armor Point objects that contains 8  of air. Cannot be destroyed without a Called Shot action, but if destroyed while containing at least 1  of air, it explodes for Heavy (H) Damage within Close Range.


Reduce 1  to gain 1 hour of pressurized air that can be breathed or sprayed. Once it has been reduced by 8 , the air must be recharged with a Crafting skill roll at a rate of 1  per Degree of Success. Can be repeated multiple times at 1 hour each.


PENCIL AND PAPER: Grants ADVANTAGE to Academic Skill rolls or any skill the character has previously recorded using 2 Complex Actions.

PERSONALIZED GRIP: Tool used to grant +5 to Fighting Skill Thresholds.

PLASTIC CANTEEN: Holds 2 Food Unit when full or holds 2  of other liquids.


POTASSIUM IODIDE: Reduce by 1  to decrease Immunity Success Requirement against Radiation by 1. Cannot reduce more than 4  at once.


POUCH: Carries 20  off the body. This can be 10 arrows or 5 rounds of ammunition.

PSYCHEDELIC PILLS: Reduce by 2  gain ADVANTAGE on Resolve Special Stat rolls for 5 hours due to ongoing hallucinations. During this same period, character gains DISADVANTAGE on all Resilience Special Stat rolls. After this period, the character becomes UNNERVED until their next Sleep. Requires a Great Success or better on a Medicine or Science skill roll to create.

QUICK-DRAW HOLSTER: Reduces the SUCCESS REQUIREMENT on a Quick-draw action to a Success.



RADIATION SUIT: 1 Armor Point. Reduces Immunity Special Stat Success Requirements by 2.

RAIN PONCHO: Grants ADVANTAGE on Resilience Special Stat rolls against Weather. Increase the  +5 while moving.


RAW CHEMICALS: Reduce by 4  to make 1 Improvised Heavy (H) explosive or 1 Round of Ammunition with a Successful Science skill roll.

REINFORCED BOWSTRING: With an additional cord, this grants +5 to the Archery skill Threshold.


RELIGIOUS HOLY BOOK: Grants ADVANTAGE to Resolve Special Stat rolls when held. As a side effect, it causes DISADVANTAGE on Xenotech Use skill rolls when held.



REPAIR KIT: Reduce 1  to increase the Repair Code by 1 on a Crafting, Mechanics, or Science skill rolls. Can be combined with other Repair Kits to replenish .

ROPE (30 M): Grants ADVANTAGE to Athletic rolls when climbing. Can be made into a lasso to catch animals or people with the Wrangle skill.


RUBBER MALLET: Increase Success Requirement +1 to negate the  increase when using a Crafting, Mechanics, and Science skill.

RUNNING SHOES: Grants ADVANTAGE to Athletics skill rolls, but DISADVANTAGE to Stealth skill rolls.

SCI-FI NOVEL: Grants ADVANTAGE to Resolve Special Stat rolls for 10 hours after reading. Reduce 1  to use as kindling to gain ADVANTAGE to Survival skill rolls when increasing Food Safe Levels (see Gamemaster Guide, page 18)



SILENCER (FIREARM): Reduce by 1  to reduce  increase -5 per use.

SLEEPING BAG: Grants ADVANTAGE on Resilience Special Stat rolls against Weather during Rests or Sleeps.


SOAP: Reduce 1  to gain ADVANTAGE on Charm skill rolls for 12 hours.

SOLAR CHARGING UNIT: Recharges a battery 1  every 15 minutes during the day.


SOUNDPROOFING MATERIALS: Reduce  -1 when working for 1  added to the construction of a room as Soundproofing.

SPRAY PAINT: Option 1: Reduce by 1  to gain ADVANTAGE on Crafting skill rolls for leaving legible messages or symbols. Option 2: Reduce by 2  and combine with Lighter, Match, or Flare to cause 1d4 Fire-based Resilience Damage to 1 Target within Short Range.

SUNGLASSES: Grants ADVANTAGE to Perception skill rolls in conditions that would grant DISADVANTAGE due to brightness or reflections. However, grants DISADVANTAGE to Perception Skill rolls in dim light.

TEA: Reduce by 1  to gain 1 Food Unit. When mixed with 1 other Food Unit, this can be consumed by 1 character to gain +2 Initiative for 2 Combat Rounds within 6 hours. *Not cumulative with other Initiative bonuses*

TENT (PUP): Can house 300 BUILD worth of characters. Ignores Resilience rolls against Weather during Rests or Sleeps.

TOILET PAPER: Reduce by 1  to gain ADVANTAGE on Charm rolls for 5 hours.

TOOL BELT: Holds 2 sets of tools around waist (Ignores tools for Encumbrance).

TOOLS: Set of items that grant ADVANTAGE on related skill actions. Items in the set (i.e. hammers, picks, etc.) may also be considered as weapons.

- **Chemistry set:** Science skill
- **Climbing tools:** Athletics skill
- **Cartographer tools:** Navigation skill
- **Crafting tools:** Crafting skill
- **Dog Whistle:** Animal Ken skill
- **Entrenching tools:** Survival skill
- **Fishing Rod:** Tracking skill
- **Lockpick tools:** Lockpick skill
- **Mechanics tools:** Mechanics skill
- **Surgical tools:** Medicine skill
- **Thumb drive:** Tech Use skill
- **Torture tools:** Interrogate skill

TOOTHBRUSH: Grants ADVANTAGE to Charm skill rolls for 5 hours after use.

WATCH: Made of several pieces, it reduces 1 ⚙️ every year. Possesses an “alarm” function that increases the 🧠 +10.

WATER BOTTLE: Holds 1 Food Unit when full.

WATER FILTER: Reduce by 4 ⚙️ to gain ADVANTAGE to Survival skill rolls when increasing Food Safe Levels (see Gamemaster Guide, page 18). Automatically increases Water Safe Level +20 before the roll.

WELL-KEPT GOLD JEWELRY: Grants ADVANTAGE to Charm skills rolls.

WIRE (10 M): Option 1: Reduce 1 ⚙️ to gain ADVANTAGE on Crafting or Mechanics skill rolls. Option 2: Reduce ⚙️ to create a “trip wire” with a 20% “trip chance.” For every 1 ⚙️ added, trip chance increased +5. The wire can be attached to an explosive or improvised 1d6 damage trap.

WOOL SOCKS: Grants ADVANTAGE to Resilience Special Stat rolls, but DISADVANTAGE to Athletics skill rolls.

Z-VIRUS EXPERIMENTAL ANTISERUM: Grants Advantage on Immunity Special Stat rolls against the Z-Virus. Requires a Great Success or better on a Science skill roll to create.

The experimental Z-virus is highly volatile and breaks down within several hours. If not used before the end of the game day, it is no longer viable and the ⚙️ are lost.

CREATING CUSTOM ITEMS

Characters can create items not listed in the Special Item list with a Successful Crafting, Mechanics, or Science skill roll. The Players must determine the primary use of the item and the Gamemaster will determine the required ⚙️ Value of the desired object. Objects that grant ADVANTAGE start at 4 ⚙️ but are increased +1 ⚙️ if the benefit does not reduce the ⚙️ Value per use. If the Item has Armor Points, then it starts at 3 ⚙️ per Armor Point. If the item grants DISADVANTAGE, its value is reduced by -1.

Creating custom items is one of the core gameplay aspects of Maximum Apocalypse: The Roleplaying Game, and creating customized, specific items to overcome challenges is encouraged. Creating Custom Items is an area where players should have an open dialogue with their Gamemaster to mitigate challenges, traps, and enemies. Having a pile of ⚙️ should be part and parcel to most characters.

ITEM NAME	CP	ITEM NAME	CP	ITEM NAME	CP
2 qt container of oil	12	Flint and Steel	20	Quickdraw Holster	5
20L Jerry Can of Fuel	40	Game Bag	4	Radiation Suit	3
25cm Taper Candle	6	Geiger Counter	12	Rain Poncho	2
Accumulator Flashlight	4	Glow Stick	8	Raw chemicals	16
Acetaminophen	10	Government ID	3	Reinforced Bowstring	5
Alarm Clock	12	Ground Coffee	10	Religious Holy Book	7
Alcohol 80 Proof	8	Handcuffs	6	Repair Kit	10
Amphetamines	15	Handheld Shortwave Radio	10	Rope (30 m)	3
Antidote	4	Hunting Boots	5	Rubber Mallet	6
Arrow (1)	2	Isopropyl Alcohol	8	Running Shoes	4
Backpack	5	Laptop	16	Sci-Fi novel	4
Ballistic Glasses	5	Large Net	2	Silencer (Firearm)	5
Bowstring Dampener	10	Lighter	10	Sleeping bag	4
Binoculars	6	Lithium Ion Battery	8	Soap	4
Camo Tarp	2	Matches	10	Solar Charging Unit	7
Cigar (5)	10	Magic Mushroom	3	Soundproofing Materials	*
Cigarettes (10)	10	Mechanically Powered Flashlight	7	Spray Paint	12
Comic Book	4	Medical Kit	10	Sunglasses	4
Compass	5	Military Pack	7	Tea	5
Cord Saw	4	Military Manual	4	Tent (pup)	24
Cosmetic Kit	4	MRE (1)	9	Toilet Paper	10
Crowbar	5	Old Magazine	3	Toolbelt	6
Deck of Playing Cards	5	Old Road Atlas	2	Tools	5
Drone Command Unit	12	Oxygen Mask	3	Toothbrush	2
Duct Tape	8	Oxygen Tank	23	Watch	8
Edible Mushrooms (3)	9	Pencil and Paper	3	Water Bottle	2
Energy Drink (3)	6	Personalized Grip	5	Water Filter	16
Ethanol Gel	2	Plastic Canteen (1 Liter)	3	Well-Kept Gold Jewelry	5
Extra Clothes	3	Potassium Iodide	4	Wire (10 m)	10
Firearm Ammunition	4	Pouch	2	Wool Socks	4
Flare	4	Psychedelic pills	10	Z-virus Antiserum	8

HALF AND QUARTER VALUE CHART

1	1	19	9	37	18	55	27	73	36	91	45
	1		4		9		13		18		22
2	1	20	10	38	19	56	28	74	37	92	46
	1		5		9		14		18		23
3	1	21	10	39	19	57	28	75	37	93	46
	1		5		9		14		18		23
4	2	22	11	40	20	58	29	76	38	94	47
	1		5		10		14		19		23
5	2	23	11	41	20	59	29	77	38	95	47
	1		5		10		14		19		23
6	3	24	12	42	21	60	30	78	39	96	48
	1		6		10		15		19		24
7	3	25	12	43	21	61	30	79	39	97	48
	1		6		10		15		19		24
8	4	26	13	44	22	62	31	80	40	98	49
	2		6		11		15		20		24
9	4	27	13	45	22	63	31	81	40	99	49
	2		6		11		15		20		24
10	5	28	14	46	23	64	32	82	41	100	50
	2		7		11		16		20		25
11	5	29	14	47	23	65	32	83	41	101	50
	2		7		11		16		20		25
12	6	30	15	48	24	66	33	84	42	102	51
	3		7		12		16		21		25
13	6	31	15	49	24	67	33	85	42	103	51
	3		7		12		16		21		25
14	7	32	16	50	25	68	34	86	43	104	52
	3		8		12		17		21		26
15	7	33	16	51	25	69	34	87	43	105	52
	3		8		12		17		21		26
16	8	34	17	52	26	70	35	88	44	106	53
	4		8		13		17		22		26
17	8	35	17	53	26	71	35	89	44	107	53
	4		8		13		17		22		26
18	9	36	18	54	27	72	36	90	45	108	52
	4		9		13		18		22		27

DEGREE	DAMAGE CODE	DICE
1	Light (L)	1d4
2	Average (A)	2d4
3	Heavy (H)	1d6+3
4	Massive (M)	2d6+3
5	Extreme (E)	1d8+7
6	Devastating (D)	2d8+7
7	Ferocious (F)	1d10+11
8	Ruinous (R)	2d10+11
9	Ruinous + Light (R+L)	2d10+1d4+11
10	Ruinous + Average (R + A)	2d10+2d4+11
11	Ruinous + Heavy (R + H)	2d10+1d6+14
12	Ruinous + Massive (R + M)	2d10+2d6+14
13	Ruinous + Extreme (R + E)	2d10+1d8+18
14	Ruinous + Devastating (R + D)	2d10+2d8+18
15	Ruinous + Ferocious (R + F)	3d10+22
16	Ruinous + Ruinous (R + R)	4d10+22

LEVEL	TREATMENT CODE	TREATMENT DICE
1	Quick (Q)*	1D4
2	Basic (B)	1D4+1
3	Decent (D)	2D4
4	Moderate (M)	2D4+2
5	Fair (F)	1D6+5

*During Combat Rounds, the Default Repair/Treatment Code is "Quick"

LEVEL	REPAIR CODE	REPAIR DICE
1	Quick (Q)*	1D4
2	Basic (B)	1D4+2
3	Decent (D)	2D4+1
4	Moderate (M)	2D4+3
5	Fair (F)	1D6+5
6	Excellent (E)	2d6+5
7	Outstanding (O)	1d8+9

During Regular Phase, the Default Repair/Treatment Code is Decent

SPECIAL THANKS TO OUR BACKERS

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