

WE'RE ALL ABOUT FAMILY

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Background

It's been ten years since the Fall. The Outbreak that led to the end of society as we know it. Ten years since all resources that were once easily available became scarce. And one of the scarcest resources of all is family.

Whether it be to Infected, starvation, hopelessness, or a myriad of other causes, everyone has lost someone since the Fall. As much as these circumstances dig deep into the hearts of many, the idea of bringing another life, another mouth to feed, into this desolate life seems optimistically foolish at best and desperately dangerous at worst. However, life finds a way and the future of our new world grows with each passing day.



Mission Brief

The characters will escort the Parker family through Robinson Forest, across a section of overgrown highway, and through another stretch of forest to where Vanessa Parker's sister Sarah Lewis will be waiting with a small team to take the family back to their Stronghold.

Scope

The adventure takes place across approximately three days of travel through the Robinson Forest area.

List of Objectives

- ✂️ 40 – Day 1 Travel to reach the edge of the highway clearing
- ✂️ 45 – Day 2 Travel to navigate the overgrown highway and reach the treeline
- ✂️ 30 – Day 3 Travel to reach the rendezvous point

Training Value(s)



Crucial Skill Check(s)

{Navigation%, Spot/Listen%}

Risk Factor(s)

Starting Risk: ⚠️ 15

- ⚠️ 1 per ⌚ 1 traveling due to large party size
- Additional ⚠️ 1 per character per ⌚ 1 spent traveling at night
- ⚠️ 1 per Environmental Modifier (Rain, Fog/Mist, Snow)
- Additional ⚠️ d6 per 🚫 in the {SC%} to reduce ⌚

Success

+ 50 Arrival at the rendezvous point, make an ally of Sarah Lewis

Failure

The survivors are stranded somewhere along the route to their destination. They can press onwards, but will require an additional ✂️ 50% of the original Labor Value

Timeline of Events

Following is a list of important events beyond the survivors' ability to control

- 8 – The survivors comes across a pinned Infected
- 30 – The survivors hear gunshots in the distance
- 32 – The survivors find an abandoned car
- 40 – The Clawed One attacks the survivors



OPPONENTS

The Clawed One

The Clawed One appears to have once been an average young man. However, instead of becoming a traditional Infected he has mutated. While the upper half of his face seems mostly intact, his lower jaw hangs long, the greyish skin stretching practically to a breaking point. His limbs are bony and long, sticking out at odd angles that prevent him from shambling in an upright position. Long shiny slate claws extend from each finger.

Ghoul (Gamemaster's Guide pg. 161) with the following added Special Rule:





Special

Claws: Attacks add [  SI]

NPCS

Vanessa Parker

Civilian Survivor Age: 42

-  **Strength:** 28
-  **Perception:** 32
-  **Empathy:** 28
-  **Willpower:** 32

Vitality

Health Points: (4)

Skill Check(s)





{Skill Checks%}: {Brawl +10%, Dodge +5%, Search +5%, Stealth +10%}

Gear

Medium Backpack, Cotton Blankets x5, 20 Rations, Combat Knife

Marko Parker

Civilian Survivor Age: 46

-  **Strength:** 32
-  **Perception:** 28
-  **Empathy:** 32
-  **Willpower:** 28

Vitality

Health Points: (4)

Skill Check(s)





{Skill Checks%}: {Brawl +10%, Dodge +5%, Search +5%, Stealth +10%}

Gear

9mm Pistol, Ammo Cartridges x2

Seth Parker

Civilian Survivor Age: 19

-  **Strength:** 32
-  **Perception:** 32
-  **Empathy:** 28
-  **Willpower:** 28

Vitality

Health Points: (4)

Skill Check(s)

{Skill Checks%}: {Brawl +10%, Dodge +5%, Search +5%, Stealth +10%}

Gear

Baseball Bat, Heavy Coat

Marissa

Noncombatant Age: 11

Riley





Noncombatant Age: 5

Special

To maintain traveling pace someone must always carry Riley. Every 1 someone new has to take over. Whoever is carrying Riley has their hands full and cannot wield any weapons or take any actions requiring their hands unless they take an action to put Riley down.

Sarah Lewis

Militia Survivor Age: 39

-  **Strength:** 32
-  **Perception:** 32
-  **Empathy:** 32
-  **Willpower:** 28

Vitality

Health Points: (5)
Damage Threshold: (7)

Skill Check(s)

{SC%}/Attacks: {Brawl +15% [1 Damage Die Bludgeoning]}, {Dodge +5%}, {Grapple +10%}, {Stealth +10%}, {Firearms – Long Gun +10% [1 Damage Die Piercing, Slashing]}

Special





My Rifle is My Friend -Sarah will never barter away her firearms

Gear

Tac Vest,,22 Rifle, Ammo x2, Small Backpack, 10 Rations, Canteen

Sarah's Crew

Three Militia Survivors who take orders from Sarah

 **Strength: 32**
 **Perception: 32**
 **Empathy: 28**
 **Willpower: 32**

Vitality

Health Points: (5)
Damage Threshold: (7)

Skill Check(s)

{SC%}/Attacks: {Brawl +15% [1 Damage Die Bludgeoning]}, {Dodge +5%}, {Grapple +10%}, {Stealth +10%}, {Firearms – Long Gun +10% [1 Damage Die Piercing, Slashing]}

Special

My Rifle is My Friend -Sarah's Crew will never barter away their firearms

Gear

Assorted Long Guns, Ammo x4

Scenario

The first leg of the journey will be pushing through the dense Robinson Forest. By the end of the first day the survivors should reach the edge of the tree line where it opens up into the overgrown highway. Survivors may be tempted to push ahead, but risk having to camp out in the open at night.

The second leg of the journey will be crossing the overgrown highway. Large stretches are covered in high grass, but some junctions are completely exposed. Survivors will want to navigate the crumbling concrete barriers and shattered pavement to reach the tree line before nightfall.

The final leg of the journey will again be through forest. If the survivors can make good time to the rendezvous point they will have the aid of Sarah and her crew when the Clawed One attacks.

NOTES

The Pinned Infected

An Infected is pinned under a broken tree trunk. Most of its left side has been brutalized. Because of this it moans softly, not loud enough to call other Infected to its position. Upon closer inspection the tree trunk seems to have fallen due to incredibly deep claw marks.

Gunshots

Out of visual range a group of survivors are trying to fight the Clawed One. The sound of the gunshots will generate W5 and allow the GM to make an Encounter Check immediately

Abandoned Car

The survivors come across the skeleton of a car crashed against a barrier. Grass grows up through the chassis. Pushing away the growth reveals a skeleton still belted into the driver's seat. If they choose to search the car it will take ⓧ1. After ⓧ1 whoever is leading the search will find a Small First Aid Kit wedged under the passenger seat, slightly under the decaying floorboards.

The Clawed One Attacks

The Clawed One launches an attack on the party. It will not flee, continuing to fight until it's killed or everyone in the party has been devoured.