

Free Content Friday – December 2020

# BART'S LIGHTHOUSE (SAFEHOUSE)

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## Setting

With a little TLC, the old lighthouse can be made into an extremely effective and safe Safehouse for later use.

The party can enjoy various features based on Access Level, which is based on Reputation as per the Gamemaster's Guide pg.214.

### Access Level – Bart

**Access Level 0.** This is only really if the players go out of their way to antagonize Bart. Bart would forbid you from entering the lighthouse in this case.

**Access Level 1-3.** Bart sees you as Rufus' friends and little else. His untrusting nature will allow you the luxury of a few night's stay and little else. Overstaying your welcome will reduce Reputation by d5! Per day.

**Access Level 4+.** Bart opens the lighthouse up as a proper Safehouse and begins to fix the lighthouse up for that purpose. This is the minimum Access Level required in order to fully make use of what's in this guide.

This is far more extensive of an entry than a Safehouse normally has, but its potential is worth exploring in this kind of detail.

*This is a continuation of the previous Free Content Friday, The Old Man and the Z part 2, released in November 2020.*

*The primary difference between a Stronghold and a Safehouse is that a Stronghold implies a large Non-Player Character population and a society that functions independent of the character's actions. A Safehouse may not even have a normal resident, and if they do they are little more than a few garrisoned individuals, which hardly represent a Population statistic as per normal Stronghold rules.*

# Bart's Lighthouse

Situated at the entrance to an archipelago in the Pacific Northwest, Bart's lighthouse warned incoming ships of the dangerous rocks and terrible currents that flow in the canals between the many islands. The lighthouse on the cliffside was built around 1900 and has had several piecemeal restorations since then. The last known owner, a friend of Rufus' and old military friend, Bart was fixing the place up to be used as a B&B at the request of his daughter (who was friends with Rufus' daughter as well). It is unknown what state the renovation was at, but the lighthouse itself has been dark for nearly a year not that many ships are on the seas nowadays.

**Size:** 4

**Structure:** Building: 25

Island location: (+70)

**Capacity:** 4d10 (25)

**Environmental Protection:** 3

## Special

**Depletion Points.** The Safehouse starts with  per OL to any upgrade using the Stronghold's Supplies. A GM may decide to roll Depletion beforehand to see if the supplies are all depleted ahead of time before the Survivors waste their time planning out projects they may not get to execute.

**Hardware.** The Survivors can remove DP 1d5! from the Safehouse per they scavenge from a Hardware Store, Construction Site or something to that effect. See pg.126 of the *Outbreak: Undead... Survivor's Guide* to see how this works. Doing this will make it unable to add to the Resource Catalog normally, but leftover can be used to add a Resource Level from the location to the Resource Catalog... it will be up to

the Survivors as to how any they bring back is to be distributed. Each brought back will also increase Reputation with Rufus by 1d6, regardless of how it is used.

**Island.** Attempts to enter the Stronghold from the surrounding ocean will grant the (+70) to Structure as indicated. This is reduced to (+35).

**Lighthouse.** If the lighthouse is lit, no Powered or electronic gear a character has can be recharged at the Safehouse, but returning to it grants a (+50) bonus to the {Navigation%} required to find it and a (+25) bonus to {Pilot%-Boats} in order to get there.

**Maintenance.** Bart normally has the basic maintenance of the Lighthouse taken care of, but he appreciates the help of people who stay with him. The upkeep of the Safehouse (after Bart's contribution) requires 5 that can be divided up in any way chosen from among the Survivors. Each room of the Safehouse being utilized for any reason will increase this need by 1 for the following day. If all Maintenance is accounted for, then any area with a Maintenance entry will be able to provide the effect described by that entry. Neglecting this will reduce Reputation with Rufus by 10. If the Reputation put you at an Access Level where he will not accommodate you as guests, you are no longer welcome at the Safehouse until you build the Reputation back up somehow.

**Supplies.** Assuming the Survivors located the basement where most of the supplies are kept, this will be the standing set of raw materials that the Survivors have to make modifications to the Safehouse with.

## BART'S LIGHTHOUSE SAFEHOUSE RESOURCE CATALOG

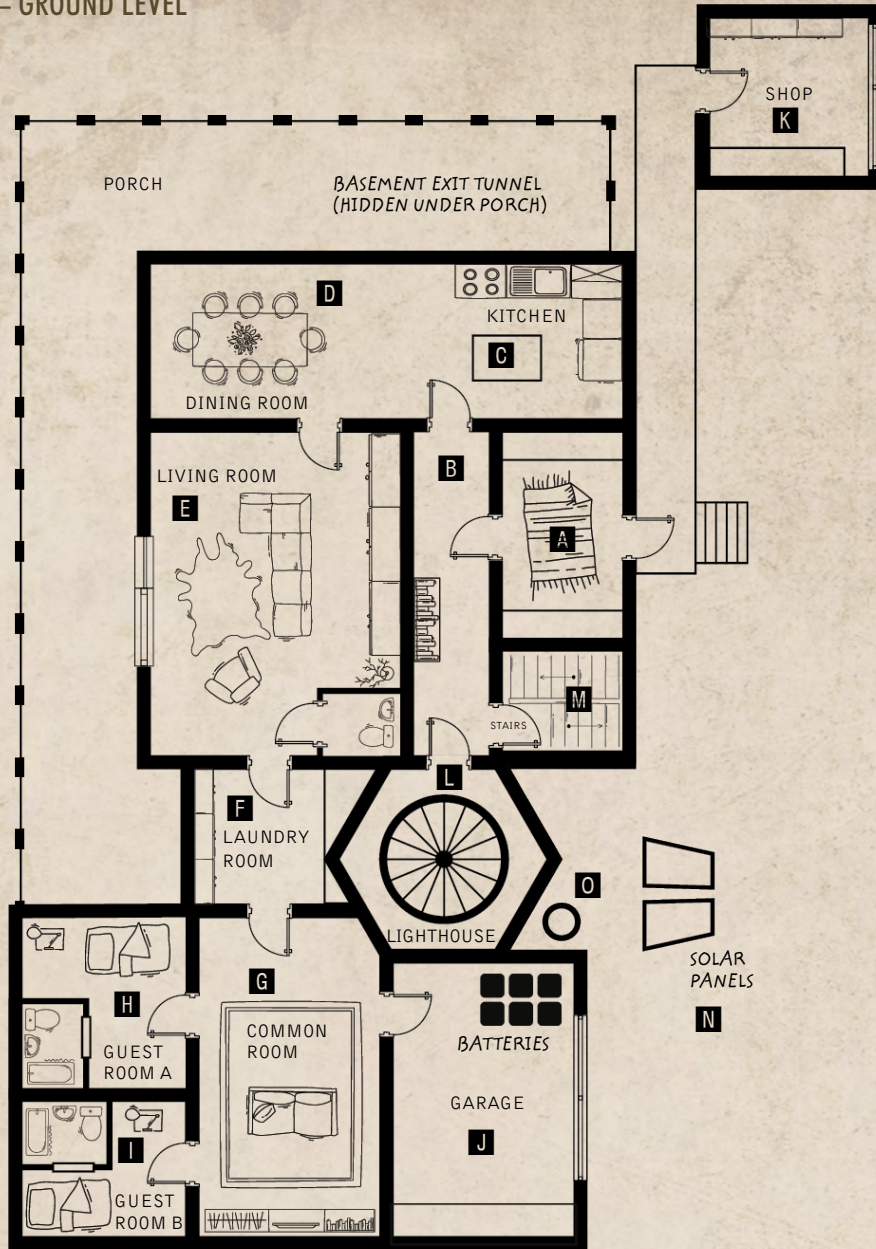
| NAME                 | COST | CAPACITY | DEPLETION POINTS  |
|----------------------|------|----------|---|
| Chemicals, Cleaning* | 15   | 15       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Cigarettes           | 5    | 10       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Firewood*            | 10   | 35       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Food, Canned*        | 5    | 15       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Food, Raw*           | 25   | 5        | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Laundry Detergent*   | 15   | 10       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Tools, Gardening     | 50   | 10       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Paracord (25')       | 30   | 5        | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Supplies, First Aid  | 15   | 16       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>   |
| Supplies, Survival   | 15   | 25       | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>                          |

While there is abundant amounts of wood around, the recent storm has drenched most of it. What is here in this Catalog is the wood that was tarped over and thus protected from the elements.

"Food, Raw" adds one Depletion Point per day. Treat any H results on the Depletion Check as a 5 and re-roll.

\*These are all used in conjunction with one or more Areas in the Safehouse.

LIGHTHOUSE MAP – GROUND LEVEL



- A. Mud Room
- B. Main Halll
- C. Kitchen
- D. Dining Room
- E. Living Room
- F. Laundry Room
- G. Common Room
- H. Guest Room A
- I. Guest Room B
- J. Garage
- K. Shop
- L. Lighthouse
- M. Stairs
- N. Solar Panels

## LIGHTHOUSE – GROUND LEVEL

The ground level is easily accessible. Every door is open, but the garage doors are closed

There are a examples of how an Encounter can be run at each of these location in the "Special" section.

### A. Mud Room

The entry to the lighthouse is unkempt and unclean. Multiple sets of footprints both in mud and blood can be seen going into and out of the house.

### B. Main Hall

The hallway is dark, with no natural light coming in from anywhere but the ambient light from behind them in the mud room entry. A small bookshelf and a few prints of old paintings are hung on the wall.

### C. Kitchen

The Kitchen is well lit with scarcely a wall that does not have a long window to capitalize on the view, both of the ocean and the small stand of cedar trees.

#### Special

**Prepare Food.** See pg.010

### D. Dining Room

Joined to the kitchen, the dining room faces the deck.

#### Special

**Prepare Meal.** (🕒 3 DP 3) All Survivors can eat and restore 😊 1. (Uses "Raw Food" entry of Stronghold Resource Catalog).

### E. Living Room

The well-lived living room has several books and magazines removed from the shelves and left on the floor and tables.

#### Special

**Short Rest.** (🕒 1) See pg.108 of the *Outbreak: Undead.. Survivor's Guide.*

### F. Laundry Room

A room with an old-fashioned olive colored washer and a dryer set. Various (ancient) containers of cleaning products are on the shelves and in the cupboards.

#### Special

**Laundry.** See pg.008

### G. Common Room

A small room with dated decor and high traffic carpet laid down fairly recently. Relatively new furniture and a modern flat-screen television rest on an old waist-high record player set. Clearly this

room was remodeled to appeal to B&B customers.

#### Special

**Short Rest.** (🕒 1) See pg.108 of the *Outbreak: Undead.. Survivor's Guide.*

**Movie Night.** (🕒 3) See "Movie Night" on pg.008.

### H. Guest Room A

Two near identical guest rooms, both with new carpet, but neither with a bed. A makeshift bedroll made from sheets and comforters were used by the squatters from before.

There is a shower and a sink with water that runs off a well located elsewhere on the island.

#### Special

**Long Rest.** (🕒 1) See pg.108 of the *Outbreak: Undead.. Survivor's Guide.*

**Short Rest.** (🕒 6+d3) See pg.108 of the *Outbreak: Undead.. Survivor's Guide.*

### I. Guest Room B

Same as Guest Room A, but there is a tremendous amount of blood that indicates that there was likely a murder of someone in their sleep... the blood loss alone practically made that a certainty.

#### Special

**Unsettling.** Survivors using this room to rest in without cleaning it will not be able to restore lost Morale. This requires Renovation with the Use of "Cleaning Supplies" to remove.

### J. Garage

The empty garage has tools and a workbench along the southern wall. The most unusual feature is that the garage is where the batteries for the solar panels are stored.

#### Special

**Solar Batteries.** The batteries have been storing power and have been unused for quite a while. At full charge, they can remove DP from equipment that are "Electronic" or have rechargeable components.

**Lighthouse.** If the Survivors activate the lighthouse, it will not have enough power to recharge any devices.

*This diversion of energy would also most likely prevent the electronic pump from drawing fresh water from the well. While it is unlikely that it would be to such a huge extent that it would cause the water to stop flowing altogether, it's up to the GM how dire you want to make that decision.*

### K. Shop

The shop has an all-terrain vehicle stored inside of it. There is a small can of fuel that could be used, but the ATV is clearly meant as a workhorse for the odd construction projects and work that



Bart had around the island. The shop itself has many larger tools for use with such tasks.

### Special

**ATV.** The corpses that were once draped over the ATV were shot and the bullets pierced into the engine block. The ATV is not functional without extensive repairs.

### L. Lighthouse

The access to the lighthouse is under lock and key. The door is locked, and the squatters that inhabited the lighthouse clearly had no interest in getting in.

It is simply a spiral staircase and a control panel on the side of the door that activates the lighthouse.

### Special

**Locked.** The door to the Lighthouse can be locked.

**Power.** If the character directs all the power from the solar batteries to the lighthouse then it will turn on during the night, but the batteries can be used for nothing else.

### M. Stairs

The stairs go both upstairs and down. The stairwell is only illuminated by small, high windows.

### Special

**Locked.** The basement level can be locked.

### N. Solar Panels

A series of solar panels are facing east. Upon initial inspection, it is unknown if they are functional or where the batteries are.

### O. HAM Radio Tower

The communications array used by Bart is a HAM radio. The tower is accessible from this point and there is a small stand that can be used as a lookout point as well.

### Special

**Climb.** The tower can be climbed via an access ladder, however during a lightning storm, this is unwise. If this is done, go to the “Roof Level” section of this location to see what happens.

## LIGHTHOUSE – 2ND FLOOR

The 2nd Floor is accessible by the staircase off the main hallway on the ground level.

### 2A. Stairs

See “M. Stairs” earlier

### 2B. Library

The library is stocked with old books and magazines. Each shelf seems to be a strata of interests of past lighthouse keepers. Closer inspection will reveal that some books are nearly as old as the lighthouse itself. The most recent offerings are crime novels from a few fairly well known authors. The Survivors vaguely remember that some of them were made into movies back in the day.

### Special

**Low Maintenance.** This location does not count towards areas used when determining Maintenance needs.

**Read/Study.** See pg.137 of the O:U. Gamemaster’s Guide.

## 2C. Kitchen

A small kitchen meant for the private use of the lighthouse keeper.

### Special

**Prepare Food.** see pg.010

## 2D. Lounge

The lounge area is meant to serve as a comfortable retreat for the lighthouse keepers. It was recently renovated and many of the decorations seem at odds with the rest of the more humble accouterments of the actual lighthouse keeper. It is decorated with nautical tchotchke meant to appeal to guests.

### Special

**Low Maintenance.** This location does not count towards areas used when determining Maintenance needs.

**Read/Study.** See pg.137 of the *O:U. Gamemaster's Guide*.

## 2E. Master Bedroom / Bathroom

Clearly subjected to some abuse, at the hands of the squatters. It saw far less use than the other more common living spaces. It is likely that the leaders of the squatters took this room for their own.

Against the wall, the long desk with a HAM radio is seen.

### Special

**Locked.** The master bedroom can be locked.

**Long Rest.** (🕒 1) See pg.108 of the *Outbreak: Undead.. Survivor's Guide*.

**Short Rest.** (🕒 6+d3) See pg.108 of the *Outbreak: Undead.. Survivor's Guide*.

**Operate HAM Radio.** See pg.010

**Master Bedroom.** The more spacious and comfortable room will make it easier to relax. Survivors undergoing a Long Rest in this room without sharing it as some kind of bunkhouse will restore an extra 😊 1.

**Woodburning Stove.** This is the only room in the building that has a woodburning stove in it. Add a DP to "Firewood" in the Stronghold Resource Catalog to increase Environmental Protection to 🌍 5 while in that room.

## 2F. Porch

The porch overlooks the ocean. The view is slightly unnerving to those who are afraid of heights. The cliff edge is not far from the lighthouse.

### Special

**Patrol.** See pg.010

## 2G. Hallway

It is hard to tell what this room was meant to be before, but it is clearly a staging area for some of the renovations that were going on throughout the 2nd floor.

## 2H. Music Room

A piano and some records are against opposite walls. They appear to have not been touched for quite some time. An out-of-place typewriter is on the tables against the far wall.

### Special

**Low Maintenance.**

**Play Instrument.** If a Survivor has the Gestalt Ability Musical Instrument as described on pg.64 of the *O:U. Survivor's Guide*, they may use this room to utilize that ability.

**Play Music.** (🕒 2) Requires power. Restore 😊 1.

## 2I. Under Construction

This area is under construction. It is unclear as to what it was meant to be, but it has a heck of a view.

### Special

**Bunkhouse.** If any Rest is taken in this area without it being renovated, Morale cannot be restored while resting here.

**Long Rest.** (🕒 1) See pg.108 of the *Outbreak: Undead.. Survivor's Guide*.

**Short Rest.** (🕒 6+d3) See pg.108 of the *Outbreak: Undead.. Survivor's Guide*.

**Renovation.** The Survivors will have the option to fix this room up in whatever way they feel is worth their time to do. See pg.011 for Renovation options.

## ROOF LEVEL

While it is not easy to get to, the roof is nonetheless accessible by windows.

### RA. Access

This is an access point to the roof from the inside.

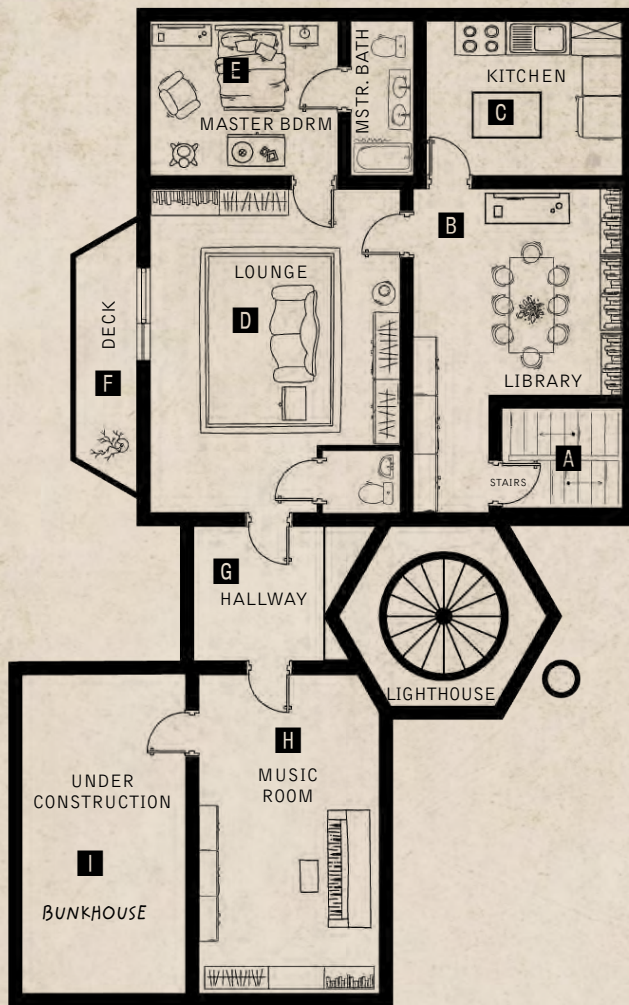
### RB. HAM Radio Crow's Nest

In absence of access to the lighthouse, the platform on the HAM radio tower is the highest vantage point.

### Special.

**Climb.** This is accessed from the ground level of the HAM tower.

LIGHTHOUSE MAP – 2<sup>ND</sup> FLOOR



2A. Stairs

2B. Library

2C. Kitchen

2D. Lounge

2E. Master Bedroom/Bathroom

2F. Porch

2G. Hallway

2I. Under Construction (*BUNKHOUSE*)

## BASEMENT LEVEL

The basement is surprisingly spacious, but musty and poorly lit, with the only natural light coming from narrow ground-level windows.

### BA. Stairs

See pg.005

### BB. Basement Storage

The large room is supported by large cement and wood pillars. The numerous boxes stored there have no seeming rhyme or reason to their organization.

#### Special

**Construction Materials.** The majority of the construction material used in the various renovation projects is kept

down here to protect them from the rain. The access to the basement for larger materials was a long, well concealed staircase from the outside that was barred from the inside that can now be opened. These are used for modifications.

### BC. Lighthouse Supplies Storage

The small room contains several boxes of supplies explicitly for the maintenance of the lighthouse. The transformers and various controls for the electrical system are here in addition to a few very large replacement amps. Strangely, a bedroll is down there as well.

#### Special

**Solar Power.** The controls to route power from the grid to draw from the solar batteries instead are down here. It will be up to the Survivors if they wish to do this.

## Tasks

The safehouse has several tasks that can be undertaken within it to provide some benefit to Safehouse or to the Survivors themselves.

### Coming Home to Roost

Bart mentioned that the group of squatters that came chased off his chickens in an inept effort to catch them for food. The chickens have fled to the small stand of cedar trees that are near the lighthouse. Bart, being an older man does not have the stamina to chase a flock of chickens back to their coop.

Survivors that assist will have to spend some time finding the chickens.

**Labor:** ⚔️ 50 (~ ⌚ 15)\*

Increase Reputation by 5d5! (13) to both Rufus and Bart.

*Note: The chickens being returned safely will allow the "Coop" location to be fully used.*

### Expand

Area(s): Any

Requires: ⚔️ 160 (~ ⌚ 100)

Increase Size of the Safehouse by 1. This increases Maintenance by ⌚ 2 per day but allows a new area that can be Renovated.

### Laundry

Area(s): Laundry Room

Requires: ⌚ 3 DP 1

Do one of two effects: 1. Remove Squalor status or 2. Do a load of laundry, which will offset the penalty of resting without Morale restoration to all locations in the Safehouse. (Uses "Laundry Detergent" from the Stronghold Resource Catalog).

### Movie Night

Area(s): Common Room

Requires: a variable amount of ⌚ and Power

Counts as a Long Rest on pg.108 of the O:U. Survivor's Guide but restores an extra 😊 1. Requires Power from the Solar Batteries. Note, that the movies are few in number, so this can only be done a handful of times before it becomes tiresome, but more can be found on the mainland in most stores and nearly every home that is Searched.

Each film will have capacities based on the kind of films it is (which really just indicates its rewatchability more than anything else).

**Award Bait.** Capacity 3

**Classic Movie.** Capacity 10

**Comedy.** Capacity 8.

**Epic Movie.** Capacity 20, add ⌚ 2 needed to watch it.

**Horror Movie: Capacity 7**

**Popcorn Movie.** Capacity 8

**"Shocking Twist" Movie.** Capacity 4

**Romance Movie.** Capacity 5

**Superhero Movie.** Capacity 5

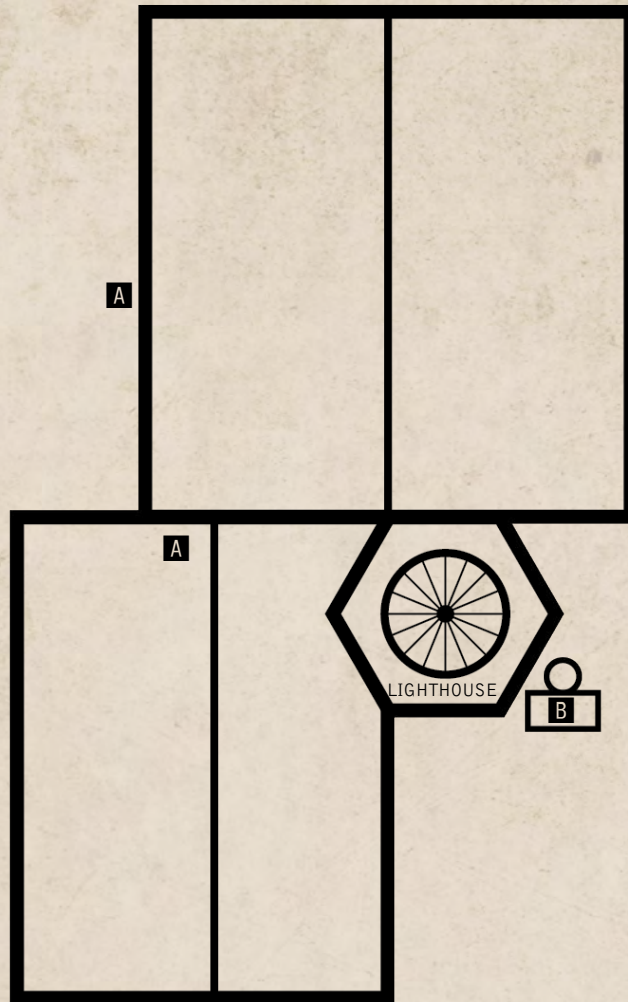
**War Movie.** Capacity 9

**Weird Art Film.** Capacity 1d5! 🎲 results count as 0.

These are obviously very general categories and one can fit into several of these categories, so choose the most favorable one from among the categories it falls under.



LIGHTHOUSE MAP – ROOF LEVEL



**RA.** Access from the inside

**RB.** HAM Radio Tower Crow's Nest

## Bad Movie



Taking a risk on one of the movies there, it doesn't go over well, for one reason or another. The film cannot be watched again nor will it provide any benefit watching it the first time.

### Gestalt Ability: Film Buff

Gestalt Level: 2

The Survivor was (back when it was possible) highly aware of movies that were coming out and had a finger on the pulse to their relative quality. This will add 2 to the Capacity for any movie watched during Movie Night and they get a 10 bonus to {Search, Spot/Listen%} when looking for films to bring back to the Stronghold or Safehouse.

### Operate HAM Radio

Area(s): Master Bedroom

Requires: 1d5!, Power

Without skill, a Survivor is more or less fiddling with the dials to see what happens. Bart may allow Survivors to use this. After the allotted Time is spent, roll a d10. On the roll of a 1, you get a hold of another person and can contact them again if you schedule time to do so. Otherwise, you don't hear anything.

*GM Note: Obviously, if you want to have a story point be that someone is reached out to, then you don't need to roll dice, you can simply allow it to happen.*

### Gestalt Ability: HAM Radio Operator

Gestalt Level: 4

The Survivor is familiar with HAM Radio operation and as a result, they are less likely to waste time just fiddling with dials and likely has their own handle that might be recognized. Determining whether or not anything comes from operating the HAM radio will require d3 instead of the normal d6 and they get a (+25) bonus to Empathy when interacting with someone over HAM Radio.

### Patrol

Area(s): All of outside, Rooftop and Balcony.

Requires: 5

A patrol of the area will increase the Structure of the Safehouse by 10.

### Special

**Night Shift.** Taking shifts and making it all day will increase the Time to 10 but it can be distributed among multiple Survivors and will increase the Structure by 25 instead of 10.

**Washed Ashore.** Survivors making Patrols are able to make {Spot/Listen%} to find something washed ashore that could be of some use. Consult this table to find what could be located:

**Minor find.** A stone in a useful shape, some edible

kelp washing ashore perhaps., shellfish to remove a DP from "Food, Raw" in the Stronghold Resource Catalog.

**Decent find.** Something to remove a DP from the Stronghold Resource Catalog

**Excellent find.** Something akin to the boat in the "Refurbish Boat" task listed later.

### Parting Company

Since this is a safehouse, the Survivors can leave more or less whenever they like. They'd just need to convince Rufus to take them ashore if the survivors do not have their own boat.

### Prepare Food

Area(s): Kitchens

Requires: 1 DP 1, Power

Produce 1 Sustenance from the available food supplies (Uses "Food, Raw" or "Food, Canned" entry of Stronghold Resource Catalog).

### Special

**Renovation.** Renovating the Kitchen will involve moving a woodburning stove from the garage (stored there from when the switch was made to electric) and installing it. This will remove the need for Power and firewood is freely available in relative abundance, but it will still require DP 1 to be added to "Firewood" in the Stronghold Resource Catalog.

### Refurbish Boat

The most fortunate of finds has washed up ashore on the island... battered against the rocky coast, but not weighed down by anything, a boat is caught up in the current in an inlet nearby. Rufus cannot take his boat anywhere near it because his own ship would surely be dashed against the rocks if it came near.

**Labor:** 80 (~ 50)

{Skill Checks}: {Climb%, Swim%, Endurance%}

*Note: This undertaking is not easily done as the access to the seacliffs make it almost impossible to get to it from shore. It will be up to the Survivors if they wish to claim the boat and how.*

### Special

**Access.** The boat can be accessed one of two ways, neither of which are particularly safe, above from the cliff or from the side using access from the shore to work around the edge. Both require climbing, but the latter takes less but it will add at least d3 to the amount of time it takes to reach it (see "The Seacliffs" to see what kind of impact that has).

**The Seacliffs.** The boat is being battered against the seacliffs and unlike other Missions where you have a set period of Time needed to endure trials before a Mission can be claimed as a success, this will actually determine how much the boat needs to be repaired. The Time requirement for the first part of the mission would be retrieving the boat so that it stops

taking damage being battered against the cliffs. Each ⌚ 1 spent retrieving it will add ⌚ 5 to repair it and it will require an extra DP to test against the Stronghold's Capacity as well.

**Sunk.** If the Survivors do not retrieve the boat in ⌚ 8+d6, then the boat will either be carried out to sea or lost beneath the waves.

Success: If this Mission is successful then the Survivors will have their own small boat that they are able to use as they see fit. It can comfortably hold 4 Survivors and ●●● can displace 1 Survivor. It requires {Pilot-Small Boat%} in order to use.

### Renovation

Area(s): Kitchen, Bunkhouse, "Expansion"

Requires: ⚡ 160 (~ ⌚ 100), DP 3

One Area is changed into another kind of Area, or negative features are removed from it. If no negative features are removed, then the location will no longer contribute to Maintenance when used.

### Tend Chickens

Area(s): Coop

Requires: Maintenance, Chickens

If the chickens were rescued, then as part of "Maintenance" the Survivors can remove DP 1 from "Food, Raw"

### LIGHTHOUSE MAP – BASEMENT



BA. Stairs





BB. Basement Storage/Bunkhouse

BC. Lighthouse Supplies






## NPC's

### Rufus

-  Strength: 35
-  Perception: 44
-  Empathy: 35
-  Willpower: 50

#### Special

##### Prescription Reliant.





**Failing Health.** Rufus' health is failing him rapidly. His medications that he normally took have long since exhausted and he is on borrowed time, but he would never admit it. After each  20, make a {Willpower%} for Rufus, adding  when called for based on character actions. If he fails this test, he will die in his sleep. The  penalties persist from check to check.

### Bartholomew

A third generation marine, Bart is a widower with a daughter and an active duty son, both of which he has not heard from since the outbreak. His daughter lived with him and was helping him renovate the lighthouse, but was stuck on the mainland when the outbreak hit and hasn't heard from her since. His son was stationed on a base in Mosul and he hasn't heard from him since international communication became spotty. Bart relies on his network of HAM radio operators which has grown increasingly silent as the outbreak wore on. His residence at the lighthouse kept him

relatively safe, but being so visible, it was a popular target for pirate raids. However the rocky shores and current has claimed the lives of most who dared such a suicidal task.

Bart himself is a powerfully built man with large thick hands and arms, but despite this, his age has blunted his physical strength and his vision has begun to fail. He stands over six feet tall and about 240 pounds. He normally was clean shaven, but since the outbreak, he has begun to look every bit the grizzled hermit he has since become; gray eyes pierce from his wiry black and silver beard. Normally a hard drinker, since his supply of liquor has been cut off, his health and vitality has actually improved and he finds a measure of peace and plenty of exercise in the upkeep of his lighthouse and the tending of his flock of chickens.

-  Strength: 38
-  Perception: 24
-  Empathy: 20
-  Willpower: 55

#### Special

**Addiction-Alcohol (Minor).** Bart must add an extra DP to use any alcohol when using it as a Coping Mechanism. But characters getting him Alcohol will gain double the Reputation earned for those items.