

# "How to Play" Errata

## Fatigue, Resting and Natural Healing

A character must rest from time to time, so as not to overexert themselves and to heal from their various wounds.

### Fatigue

Players who overexert themselves are often unable to do more than simply rest or pace themselves in order to get their strength back. This can come from over-exertion, disease, malnutrition or any number of sources that can erode the fighting strength of a character.

Characters with Fatigue are subject to a penalty of ■■ per point of Fatigue on all Actions.

After each ⌚ 1, if characters have any Fatigue Points, they must make an {End %} with one ■ per point of Fatigue. If the check fails, characters must stop and cannot take any further actions until at least 1 point of Fatigue is removed.

If they are forced to continue, such as by other characters insisting they press onward, then all the character's Actions will require an extra ■■ to be added to the Dice Pool per point of Fatigue.

## Resting and Natural Healing

### SHORT REST

Characters that are "Resting" must spend ⌚ 1 from their Waking Time doing nothing but rest in relative safety and tend to their wounds. Upon completion of the Short Rest, they may do one of the following:



- Remove 1 point of Fatigue
- "Heal  $\blacksquare$  (S<sub>B</sub>)" assigned to a Character. Any higher result on an  $\blacksquare$  than a character's S<sub>B</sub> or removing more than a single  $\blacksquare$  requires "First Aid" or "Adv. Medicine" Missions or Long Rest and may require exhausting a few medical or first aid supplies to do so.<sup>1</sup>

Characters can spend multiple  $\otimes$  in succession Resting in this way. A character in Organized "Pandemic Play" must spend Waking Time doing a Short Rest.

### LONG REST

Characters that manage to get a full night's sleep ( $\otimes$  **6+d3**) in safety and in sanitary conditions (such as in most Strongholds or Safehouses) can do one of the following:

- Remove all Fatigue Points
- "Heal All (S<sub>B</sub>)" assigned to Character.<sup>1</sup>
- "Heal" any  $\blacksquare$ , so long it is assigned to a Character and not assigned to an Injury.<sup>1</sup>
- "Heal  $\blacksquare$  (Lowest)" assigned to one Treated Injury so long as the Duration for the Injury has passed or the character has been penalized the appropriate amount of Time for organized games of "Pandemic Play".

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<sup>1</sup> Not an option if a Character has untreated Injuries or a condition where Natural Healing is impossible.

Note that an environment or Stronghold and a Safehouse features may alter the S<sub>B</sub> of a character when determining the value of the  $\blacksquare$  that a character can remove when resting there.

Characters can only take 1 Long Rest per  $\otimes$  **20**. Characters keeping track during Organized "Pandemic Play" can take a Long Rest without using any of their Waking Time.

### HEAL # (X)

[Remove  $\blacksquare$  or more from Damage Dice the character has taken]. There is generally a restriction on how high the die Result can be without special training or gear.

The number of  $\blacksquare$  immediately after Heal is the number of  $\blacksquare$  that can be removed. If there are none indicated, it can remove all  $\blacksquare$  that the Triggered Effect will allow.

The number in parenthesis is the maximum Result on the  $\blacksquare$  that is removed. If no Result is indicated, then it can be used to remove any  $\blacksquare$  regardless of Result.

Example:

"Heal  $\blacksquare$  (4)" would allow the removal of a  $\blacksquare$  with a result of 4 or less. If it has a modifier, like "Heal (+1)" then it will combine with the highest possible Heal rating of a Triggered Effect or Gear to increase it by +1. So Heal (3) would become Heal (4). Having no other value in parenthesis, then any  $\blacksquare$  assigned to a character can be removed, regardless of the Result on the die.

There are circumstances where the value in parenthesis is not a specific number. For instance [Heal ■ (Lowest)] allows a player to remove the lowest ■ result on their character. Natural Healing in particular uses [Heal ■ (Sb)] which means that it allows the removal of ■ equal to or under the character's Strength Bonus. Heal can target oneself, but add ■ per ■ assigned to a character.

Note that this is generally not able to remove any ■ assigned to (or "Aggravated" to) an Injury. Those represent more serious wounds that can only be treated with time and care represented by a relevant Medical Mission. In addition, there is an actual amount of Time that needs to pass before ■ can be removed, even with such treatment. See the "Natural Healing" section.

Heal can't target anyone with untreated Injuries.

*A notable difference between the Outbreak: Undead.. Starter Kit and the core books is that the **RESULT** on the damage dice (■) assigned to a character from attacks is important and needs to be kept track of somehow. Tokens are provided in the Appendix for such reference. A character will need to have something that has "Heal (x)" to remove ■ of equal or lesser Result than X.*

## Gear and Triggered Effect Universal Special Rules

### ACCURACY

Gear that has a triggered effect with "Accuracy" can be resolved with any number of ⊕ and/or ⊖ with this against an engaged target during the same turn so long as all the ⊕ and/or ⊖ are resolving against the same target. This will still count as a single "Use". This will automatically apply the "Instant" rule as well. If there is a **DP** cost in the Triggered Effect listing, then it only needs to be paid once, as subsequent ⊕ spent on the same Triggered Effect reflect the same use of the gear.

### ARMOR PIERCING X

Gear with "Armor Piercing" will reduce the Defense provided by worn gear and Structure from cover by 1 per X. If a character has both, the Structure will be negated first. Any remaining AP value will reduce Defense normally. This has no effect on Defense provided as part of a Save Throw or any other Triggered Effect.

### BLAST X

Weapons with a blast radius will allow its effect inside the brackets [like this] to apply to all targets within blast radius, Engaged or not. The X value will be the number of 10' increments of a radius that the blast will affect. So "Blast 2" will require a character to resolve all affected at 10' and 20' from the initial target.

All within 10' of the initial target will take full ■ and/or ■, each 10' will

have one less ■ and/or ■ until the range indicates no ■ or ■ will be allocated to any target.

A successful "Hit" triggered effect requires a + per  $Sb \times (X \text{ from the entry})'$  in order to take advantage of it.

A target can attempt to Dodge a blast by making a **{Dodge%}** and Resolving a + for every X they have to overcome based on their position within the blast radius. So a target hit with a Blast (3) hit that is 25' feet away will only need to Resolve a single + since they are only hit with the last radius (21' - 30'). However a target within 13' of the same attack will need to Resolve + + since they are outside the innermost affected radius, but have Blast (2) still left to account for. A target can resolve less than what is needed for full reduction in damage to only take the amount of damage for the radius they cannot Resolve + to prevent.

Note: This is strictly for Resolving + from a **{Dodge%}** as a Save Throw. Dodge, when declared as part of an Intent has many other + resolution options that can supersede the Save Throw if the player had the sense to declare a Dodge as part of their Intent.

## **CLUMSY**

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Characters add one or more ■ when using the gear. Using an additional hand or sling or some other support will offset one ■. It may also (at GM discretion) require an additional ● CU of space.

## **CONCUSSION**

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A hit is so powerful that it staggers the target. Each ■ that is assigned to a target will also add ■ per to the target's Dice Pool. Any ■ removed from Save Throws or Defense will likewise reduce the number of ■ that is added to the Dice Pool.

## **CRUDE**

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The gear is of simple construction and will likely wear out quickly with repeated use. Each "Use" of a Crude weapon will always add ■ to the Dice Pool and count against the Durability of the item using normal "Breaking" rules.

## **DEADLY X**

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The Deadly quality does one of two things based on whether or not the target factors in Injuries:

- Adds an ■ per X to the Dice Pool when using it (generally used when attacking targets that do not factor in Injuries).
- The attacker can force a target to "Aggravate" a number of ■ inflicted by the weapon or attack equal to X to an Injury instead of assigning it to a target. The Injury being Aggravated must correspond to a kind of Injury able to be sustained by the Damage Type inflicted and ■ can be distributed among multiple Injuries if more than one can apply. This option is used when the target factors in the results of Injuries.

Entries that read Deadly: ■ will count the number of ■ as the value for X. So Deadly: ■■■ will count exactly the same as if the entry reads "Deadly 3".

... about unsuccessful rescue efforts prior to the bombing run. Chicago was the first major military action taken against a metropolitan area since the conflict began but there have been others and evacuation has begun in Seattle WA, Indianapolis IL, and Albany NY. It is suspected that the northern boundaries of the United States have become stressed with both Canadian refugees and infected that push south from the colder northern climate. The PP have been unable to reach their normal press contacts in the military and border security.

It hardly seems relevant anymore, however. Many interviewed gave tearful accounts of who they have lost until that point. Gerard Wilder, 54 and father of two told how his family was saved by various refugees and left to die. He was spared by fortune, but the relief camps provided no assistance in finding out who has brought such a horrific and violent end to Wilder's family. Sadly, this story is all too common but even more common have been the blind eye turned to the internal strife that has been caused by the frantic piling of people into increasingly decrepit shelters.

There isn't even a faint hope of there being a promised land anymore. What has become increasingly obvious is that the desperate herding of disparate refugees into ever-more cramped and disgusting conditions is merely the government buying time as it desperately tries to find a path to victory. At least two relief camps have been disbanded (New Orleans LA, and Houston TX) and the refugees cut loose to fend for themselves and one has been violently overthrow in the now infamous San Francisco Massacre. Whatever promised land there may be is being revealed as nothing more than a utopian



A soldier surveys a corridor of ruins that was once Western Avenue. This was the main thoroughfare by which evacuations were taking place.

### Tri County Continues to Suff

The Tri County News Press reported last week that Marigold Relief Camp was considering various methods to placate the friction between the refugee population. A trust source informed us that among the methods considered was distribution of [redacted] and [redacted] who solicited [redacted] on behalf of the camp leadership. [redacted] among the refugees". It is unclear to whether or not those methods were ever put into practice, but it is likely that such methods of social control would not be advertised for fear of backlash. Our source tells us that there still an almost superstitious fear that the leadership would be murdered by Vincent St. Cl [redacted] who still is at-large.

## DEFENSE X (1-5)

This is a common entry of protective gear, but occasionally it will only deflect [red square] results of certain values or less. The X is the number and the (1-5) is the Result on any [red square] that this can remove at the end of the Resolution phase. If no entry is listed, then it can remove any single [red square] assigned to a character.

## DEFENSIVE

If a character uses {Grapple%}, then they may add whatever bonus indicated in the entry. So a weapon deadly in very close quarters may have "Defensive - [red square][red square]" which will add [red square][red square] to the dice pool if {Grapple%} is used and an item that is designed to stun or immobilize but not kill may add something like "Defensive - [blue square][blue square][blue square]", which will add [blue square][blue square][blue square] to and opponent's dice pool.

## DEPLETION

Most characters use gear that has finite uses. This is determined by Depletion rolls. Characters using gear with Depletion must roll one [red square] per Depletion Point (DP) on the gear with each "Use" as part of the Dice Pool. If the total is equal to or greater than the gear's Capacity rating, then the gear is no longer usable until its exhausted resource is replenished by removing at least a single Depletion Point. If the Depletion Roll is less than what the Capacity rating is, then the gear can continue to be used, but a Depletion Point that was added in the Intent phase to the gear remains. Some special functions of the gear or abilities add additional Depletion points. Similarly, there are many abilities or supplies that exist solely to remove Depletion points.

**Note:** Some components that make up a character's Kit can grant a Capacity Bonus, which means having the gear and using it will extend the



life of the Kit by reducing the chance of exhausting it.

**Note:** Many other things are subject to Depletion that are not gear, such as entries in a Resource Catalog. While they are not actually “using” something by making a purchase from a Resource Catalog, the principle of increased chance of unavailability functions the same way as gear with Depletion, and uses the same rule.

### **EFFICIENT (1-5)**

Remove all  (if there is a Capacity rating) or  (if there is no Capacity rating) dice of a certain Result or less during the Resolution phase. There is generally a restriction on how high the die result can be without special training or gear. This is nearly always restricted to removing a die with only a certain result or lower. Which would be indicated as follows “Efficient (4)” would allow the removal of a die with a Result of 4 or less. If no value is listed, then any single die can be removed.

### **HEAVY X**

This gear is extraordinarily heavy. Using it during an Encounter with a  $S_B$  equal to or less than X will add   per point of difference to any dice pool to the using character. This can only be reduced to a minimum of  .

### **INSTANT**

A Triggered Effect with this rule or resulting effect from use of gear with this rule resolves instantly, rolling all d5! (  ) that target the opponent and applying the results immediately.

Note: A GM can grant the *Instant* rule ad-hoc to any resolution if it better supports the reality of the narrative flow.

### **RANGED**

This weapon is only appropriately used at a distance from the target. A target of a weapon with this rule will allow **{Dodge%}** as a save throw against it among any other save throws the target is allowed.

### **STEALTH**

The use of this gear or specific Triggered Effect that allows its use while a character is “Hidden” and can potentially allow a character to remain Hidden while using it.


### **TRAINING X**

The gear not intuitive and requires training to use. Some are more complicated and dangerous than others. The number in the X place will be the Training Value that a character must have to prevent the use of the gear from counting as a ‘Risky Action’. The difference between the X in this quality and a character’s Training Value will add   to a character’s dice pool when using it.



There may be an additional descriptor tag, such as “Medical Training”, “Firearms Training” to indicate what kind of Training value applies.



Some Gear entries may have certain functions of the gear withheld from a character until their Training Value is at a certain level.

# Bushcraft

Characters making gear by bushcraft are using largely natural sources, although it can incorporate objects found that are manufactured, i.e. plastic bottles, metal wire and glass. This is providing that the manufactured materials are easily salvaged or obtained and can be used with only physical change. Characters that do not find or already possess manufactured gear will likely resort to Bushcraft to make what they need, so it will be gone on in some detail here. All options presented here are available under the assumption that a character has reasonable access to raw materials, no matter how difficult they are to find. A GM that wishes to represent endeavors that require hard-to-find materials or construction under extreme circumstances and conditions can add extra  to the required amount, possibly scaled by Environmental Modifier.

Because this takes a certain amount of skill, a character is limited by Tier in the "Bushcraft" Ability what they can produce. A character can substitute "Survival Skills" if it is in the appropriate Biome should a GM allow.

Note: Creating objects by way of Bushcraft is an excellent use of Competence Point(s). You can simply roll a number of d6 on behalf of your character and consult the  needed to construct such equipment or accomplish certain menial, yet essential tasks. You may supplement what you roll with  generated by **{Survival%}** as well.

Alternatively, a GM can simply allow a character to sacrifice a number of Competence Point(s) indicated in the entry (and may augment it by further by Ad-Hoc bonuses for good roleplaying and problem solving) instead of rolling the dice to generate . Likewise any  generated will count as an automatic d6 instead of rolling it in the same fashion if a GM allows.

All equipment made has the "Crude" special rule and will exist at 0x Multiplier unless otherwise noted.

## Tier 0 (No training needed)

Club, Shiv, Spear/Javelin, Satchel

## Tier 1

Armor - Light, Fire, Refine Natural Substance (Sap, Herbal Tea, Water), Sling, Shelter - Personal, Trap/Snare

## Tier 2

Atlatl, Blade, Dart, Gather, Refine Natural Substance (Charcoal, Curing, Drying, Salt, Smoking, Tar), Tool

## Tier 3

Armor - Heavy, Armor - Light (Mastercraft), Axe, Recreation, Refine Natural Substance (Herbal Medicine, Oils/Medicinal Salves)

## Tier 4+

Arrows, Bow, Jewelry/Art, Shelter - Large, Tool (Mastercraft), Melee Weapon (Mastercraft)



## Bushcraft items

### ATLATL

✂️ **21-42 (7d6)**

A small spear thrower. Uses {Throw%} and throwing range increments and has the following triggered Effect:

**Hit** 🟢 - [■] S[ ]. *Accuracy*. "Crude". This uses special "Dart" ammunition.

### ARMOR - HEAVY

✂️ **30-60 (10d6)**

When worn, this provides Defense ■ vs. [B], S[ ], Any properties due to material this armor is constructed out of will also apply. ■■ to all {Stlh, End%}. "Crude". This can be increase to Defense ■■ by adding a **DP** to the gear.

### ARMOR - LIGHT

✂️ **15-30 (5d6)**

When worn, this provides Defense ■ (2). This can be changed to simply "Defense 1" if a character adds a **DP** to the gear. This may have

different properties based on the material it's made of. Characters can "Mastercraft" this gear for 2x Labor to increase it by "Defense ■ (+1)" to a maximum of (4). "Crude".

### ARROWS/BOLTS

✂️ **18-36 (6d6)**

Produce d3 Arrows or Bolts. This counts as ammunition for bows or crossbows. "Crude".

### AXE

✂️ **30-60 (10d6)**

Counts as a "Hatchet" except it will have the "Crude" rule applied to it.

### BLADE

✂️ **30-60 (10d6)**

Counts as a "Knife", but has the "Crude" rule.

### BOW

✂️ **45-90 (15d6)**

Very difficult to manufacture from natural sources, but those that can will be able to treat this as a normal Bow, but with the "Crude" rule.



## **CAMOUFLAGE**

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✂️ 3-6 per ● (d6 per ●)

Wearing this will allow a character to make {Stealth%} on their own behalf or of an object or location they've attempted to hide from immediate view. This can count as a Component for Survival or Reconnaissance Gear to allow its bonus to apply to {Stealth%}. Since they are made of mostly natural components, the branches, moss, leaves, etc. used to make it will need to be replaced frequently as they dry out or become rotten. The gear will count as having a Capacity: 10 and add DP per ⌚ 20.

Characters can reduce the DP by 1 per ✂️ 5 or ⊕ in a {Survival%} made to repair and replace components.

## **CLUB**

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✂️ 6-12 (2d6)

Counts as a "Bat", but with the "Crude" rule.

## **DART**

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✂️ 6-12 (2d6)

Produces d3 Darts. These darts are either used as ammunition for Atlatl or as a thrown weapon. This weapon has the following Triggered Effect:

Hit ⊕ ⊕ - [■ Pi] and uses thrown range increments.

This uses the "Crude" rule, but it will not degrade the Atlatl, rather loss of Durability will instead render the ammunition irretrievable.

Note: Many indigenous tribes make use of natural venom and toxins to

increase the potency of darts. If a character has Bushcraft and Survival (Specific Biome) at a combined Tier of 6 or higher, then the character can add ✂️ 10 to the requirement to add [Poison] to the available Damage Types the Dart inflicts.

## **FIRE**

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✂️ 6-12 (2d6)

This is fire created by only surrounding materials and substances. Things like a lighter, matches, or a ferro rod would obviously be able to accomplish this without any real difficulty.

## **GATHER**

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✂️ 3-6 per Environmental Modifier (d6 per EM)

Gather edible fruits, roots, plants and nuts from the surrounding area, assuming such edible options are available. This will produce 1d3 ○ of Perishable Food.

## **JEWELRY/ART**

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✂️ 30-60 (10d6)

Natural substances such as bones, shells and stones can be carved, polished and made into wearable decoration. Entire genres of art have origins in such practices, such as scrimshaw. Likewise, a character can undertake this to give a primitive artistry to tools they create. Such tools will have +1Mx Value when used to Barter, providing that it is also of Mastercraft quality (see entry requirements for "Mastercraft").

## **MELEE WEAPON (MASTERCRAFT)**

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✂️ 2x

By doubling the ✂️ requirement,

a character is able to construct a more deadly and durable version of a normal melee weapon made by Bushcraft. This example of the weapon will still have the "Crude" rule, but will have a 1x Lethality Multiplier instead of the normal 0x.

## **RECREATION**

**X** Varies

The character creates game pieces or simple musical instruments out of natural materials. They can also create something that is purely decorative where the real diversion is the actual creation of the object than the resulting project. The process of creating it can restore 1 lost Morale per 6-12 Labor spent creating it.

If this item is meant to be used for shared use, after being created the item will have a Capacity of 1 per **X10** spent on creating it, and can apply to 1 other character per **X10** spent on creating it when "Used". Each "Use" of the item will add a **DP** and requires an investment of **1** for all characters involved restoring 1 lost Morale.

These items can reduce **DP** by 1 per **20** that they are not "Used". This simulates characters boredom from the recreation diminishing over time.

## **REFINE NATURAL SUBSTANCE**

**X6-12 per Tier of Bushcraft at which the substance can be refined.**

This is generally done to support a player character narrative as they are exercising player knowledge of natural remedies and survival tactics

using specific natural substances. It is refining, extracting or distilling a substance or material from a natural source. This is different than having efforts serve strictly an in-game purpose, rather it is meant for a character to apply a specific bit of real world survival know-how as opposed to making a generic check for "Survival". An example range of materials and processes that can be utilized with this can be found here:

- **Charcoal** - Use oxygen deprived, extreme heat to make charcoal out of wood which makes fires hotter and easier to light.
- **Curing** - Use a salt or brine to preserve meats and vegetables. Can also refer to careful aging of meat and vegetable matter.
- **Drying** - Removing water from a substance to preserve it
- **Herbal Medicine/Teas** - Identifying and using properly the parts of specific plants known to have either medicinal properties or ones that simply have pleasant flavor.
- **Oils/Medicinal Salves** - the extraction and concentration of plant or animal materials for various uses and/or the mixture of various medicinal pastes and salves.
- **Salt** - Extract salt from seawater or from briny liquids.
- **Tar** - Naturally occurring seepage of tar, pitch or asphalt can be found and used. It is highly viscous, flammable and waterproof.
- **Sap** - As varied as the plants that produce it, sap can have

a multitude of purposes that can be of tremendous use to survivors. Maple syrup, pine tar, and aloe are some examples of sap being usable as a product. Either refining it or extracting it as material for larger projects will qualify.

- **Water** - One of the more obvious and essential materials to be refined, distilled and purified is water. This will include solar stills, filters and boiling to make water fresh enough to drink.

Note that refining such materials is very different in their difficulty. For this reason, this entry appears multiple times on the Bushcraft Tiers list, each successive tier allowing for more difficult to obtain substances to be refined by the character. A GM can confidently award d3 or more "Uses" of whatever material is being refined with each successful attempt since the various efforts to get a usable quantity of material is already factored in with the different Labor requirements. Environmental Modifiers may confound this process should a GM see fit, however.

### **SHELTER - LARGE**

**✂36-72 per character to accommodate (12d6 per character to accommodate)**

This is a shelter against the elements for several characters. The amount it can comfortably hold will be directly related to the amount of ✂ that needs to be expended in order to construct it. It will likely not be sufficient protection against predators or insects unless

specialized gear or effort is made to thwart such things. A Shelter will reduce EM by 1 when inside it.

### **SHELTER - PERSONAL**

**✂30-60 (10d6)**

This is a dwelling that is a suitable shield against the elements for one person comfortably or two people cramped. It will likely not be sufficient protection against predators or insects unless specialized gear or effort is made to thwart such things. A Shelter will reduce EM by 1 when inside it.

### **SHIV**

**✂6-12 (2d6)**

This is a short stabbing weapon that can take the place of a knife if used carefully. If used as a weapon, it will almost certainly break. Count as a "Dagger" where using it as a weapon qualifies as Gross Misuse and apply "Crude" rules normally.

### **SLING**

**✂6-12 (2d6)**

The character creates a durable cloth or leather loop that can fling heavy balls of metal or stones of appropriate size and smoothness at a target. It effectively increases the range of Thrown weapons by double when flinging appropriate ammunition at a target. It has the "Crude" rule, but it is so simple that it will hardly factor into the condition of the sling itself.

### **SPEAR/JAVELIN**

**✂30-60 (10d6)**

A sharpened stick or a wooden haft with a stone or sharpened metal point. It is not made for repeat uses. Counts as a spear, but with the "Crude" rule. A Javelin can be thrown, but it is very flimsy when used in close combat, and would qualify as Misuse.

### **TOOL**

**✂ 36-72 per ● (12d6 per ●)**

This is an entry for any tool specifically made to serve a purpose that the character determines. Because of its highly customized purpose, it counts as having a Mx of 1x instead of the normal 0x that gear with "Crude" special rule. Otherwise, the Crude rule still applies. A character who has the ability to create Tool (Mastercraft) are able to create such tools for **✂ 30-60** (10d6 per ●) instead of the normal rate.

### **TRAP/SNARE**

**✂ 6-12 per Size of beast the trap or snare was designed to catch**

A device used to catch animals for food. The size and setup time depends upon the Size of the animal attempting to catch. It will produce 1 Perishable Food per Size of the trapped animal with a percentage chance of success equal to 50% - 10% per Environmental Modifier every ⌚ 20. It has the "Crude" rule, which represents the animal destroying the trap or snare to free themselves. Known game trails or fishing holes will have a base percentage chance of than 80% instead of 50%. A + generated from **{Survival%}** will allow a character to identify such locations.

### **URBAN BUSHCRAFT**

A character can specialize in using materials available in urban ruins as one would naturally occurring raw materials. There are diminishing returns for such material, but assuming it's not a widespread industry to repurpose materials created by industrial manufacturing, then a character can supplement manufactured products into their Bushcraft. In this situation, a GM is encouraged to award significant Ad-Hoc Labor bonuses to player characters that describe what sort of shortcuts to Bushcraft they are allowed based on what sort of objects and materials they are taking advantage of and how. Characters doing this will count as using "Urban Bushcraft".

An object created by Urban Bushcraft will have a much faster rate of construction as described and will also get +1 Durability since the materials are generally industrially produced and quite durable. However, they will never be able to incorporate "Jewelry/Art" upgrades to increase their Value, since even at its most post-apocalyptic chic and finest possible craftsmanship, the final product still generally looks hurried and cheap with few possible exceptions.

Masterwork Urban Bushcraft will also not count as "Crude" but will lose Durability bonuses granted by the "Bushcraft" Ability. It will count simply as a normal or Manufactured example of its type.

# Injuries

Many Injuries will have some nasty special rules that apply to characters who have them based on the result of the  $\blacksquare$  assigned to it. All Injuries will cause the loss of Health Points, penalties or even death. Many injuries also reduce Damage Threshold (represented by an  $\oplus$  symbol) as well. An Injury will always have one or more  $\blacksquare$  assigned to it to represent the extent of the Injury. As characters get more injured, whenever their  $\oplus$  is crossed, they are forced to Aggravate their Injuries by moving  $\blacksquare$  assigned to the character to one of their Injuries until the remaining  $\blacksquare$  assigned to the character is less than their  $\oplus$ .

## Treating Injuries

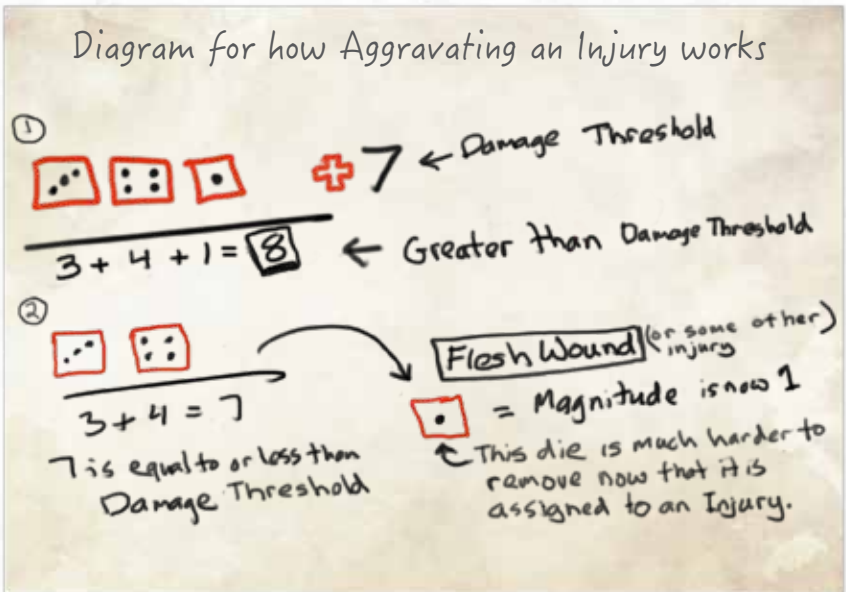
A "Treated" Injury will allow Natural Healing and for  $\blacksquare$  to be removed that is assigned to the Injury

with the passage of enough time and continued care. What constitutes treatment will be a combination of the "Treat Injury" Mission along with any required medicines or medical hardware that needs to be applied as appropriate to the Injury itself.

Taking damage from any source that can inflict the kind of Injury that has been Treated will effectively undo the treatment. Roleplaying can make the locations of such injuries relevant to this rule.

## Aggravating an Injury

A character that takes damage that pushes their  $\blacksquare$  total over their  $\oplus$  must move any number of  $\blacksquare$  from those assigned to them to one or more Injuries until the  $\blacksquare$  total on the character is less than their  $\oplus$ . The  $\blacksquare$  moved will either be  $\blacksquare$  just taken or one that is already assigned to a





character that they move to the Injury. If a character voluntarily Aggravates an Injury (for whatever reason) or passes a Save Throw (which will always include **{Toughness% and/or Reduce Pain%}** as options among others), then the player chooses which **■** is Aggravated to the Injury, otherwise the GM may choose which **■** are assigned to an Injury from all the **■** on the character. Some sense of fair play and logic must be applied when a GM is deciding what **■** to put where.

### Injury Magnitude

While there are relatively few Injuries, the severity of that injury can make for a wide variety of effects. The **■** total that have been Aggravated to an Injury will be called the "Magnitude" of the Injury. An Injury is treated like it has its own **+** value, only the penalties will scale by how many **■** are added to it and it is much harder to remove **■** from an Injury than it is for **■** assigned to a character, but it otherwise functions the same way.

### Injury Notation

In organized play, acquiring an Injury is one of the things a player must note in their Timetable. This will alert other Action Rangers to any ongoing penalties your character must account for and also how much **⌚** they have been penalized to compensate for the recovery. Note that during Pandemic Play, a character can simply penalize themselves all of the required Recovery Time to remove all **■** assigned to that Injury.

### Reduction in Damage Threshold and Injury Magnitude

Many Injuries will reduce Damage Threshold at a certain level. Since the levels of Magnitude of Injury is based on the **+** of the character, this might be confusing. Reductions in **+** only apply to how much damage a character can withstand before they need to Aggravate **■** to an Injury. The Injuries use the character's unmodified **+** in order to determine the Magnitude of the Injury and it *does not change* based on Injuries a character has.

### Metagame Healing

A character can opt to spend **+** in order to remove **■** from an Injury. This represents the character making different choices other than what the player had them do that resulted in them not getting injured. It will cost **+** **10 x the Result on an ■** in order to remove the **■** from an Injury. This can be done at any time. Depending on the way the GM runs games, this might not be able to remove an Injury. If the scenario does not penalize Injury or Death with **+** loss immediately, there should be no restriction. Otherwise, the GM has the option to require the Injury Penalty to be paid to remove the last die on the Injury and remove the Injury entirely.

### 0 Damage Threshold

It is possible for accumulated Injuries to reduce **+** to 0 or lower, even after Aggravating all **■** assigned to them to Injuries, they may still have **+** that is 0 or lower. In this state, a character is considered "Severely Injured". They will need to find

ways to boost their **+** to be greater than 0. The most common way this works is by Painkillers or specialized medical attention or Formations that include carrying or caring for a Severely Injured character. If a character is unable to increase their **+** high enough or remove enough **■** assigned to them in order to continue, they are unable to participate in Missions due to the excruciating pain. Narratively, a GM can allow such characters to accompany other characters, but their injured state would be a notable hazard that the party must contend with, which may have the effect of reduced **+** rewards for Mission completion or increased **!** available to the GM. Since this rule exception is narrative in nature, it's left to the GM to determine the extent and form such penalties would take.

## List of Injuries

### NAME OF INJURY

A description of the Injury.

- **Name of Magnitude** (Injury Magnitude at certain multiples of **+**) -The effect of the Injury at this Magnitude

**Save Throw:** List of **{SC%}** that can counter the effects of the Injury

**Treatment:** Methods or tools used to treat an Injury.

**Recovery Time:** The amount of Time that must pass before a character can remove a **■** from the Injury to reduce the Magnitude as per Natural Healing rules. Removing all **■** from



the Injury will consider the Injury fully healed.

A player in Pandemic Play will instead penalize their season **8** allotment by this number in order to continue playing. They must still deal with the Injury for the duration of the session and will penalize their **8** allotment when logically they would be able to rest for a long duration.

### BONE INJURY

The damage taken is enough to have broken a bone, which makes it difficult to treat and a long time to heal. A character who has a Bone Injury will add **■****■** to all actions due to Pain. Temporary relief can be granted due to drugs or some special rule, but a bone injury will always inflict **[In ■]** for each action the character takes when using the broken limb.

**Magnitude** (■ total assigned to Injury)

- **Sprain** - (1 to +) - Reduce Health Points by 1. ■■ to all {SC%}
- **Stable Fracture** - (+ to 2x +) - Reduce Health Points by 2. Reduce + by 1.
- **Compound Fracture** - (2x + to 3x +) - Reduce Health Points by 3. Reduce + by 2.
- **Comminuted Fracture** - (3x + to 4x +) - Reduce Health Points by 4. Reduce + by 3.
- **Internal Damage** - (5x +) - Death

**Save Throw: {Balance% (for falls), Dodge%, Toughness%, Martial Arts%}**

**Treatment:** Splint, Sling/Cane/ Crutch (depending upon the location of the Injury), Pain Medication

**Recovery Time:** d3 weeks (⌚ 280)

## BURN INJURY

A Burn Injury results from flames or extreme heat. Burn Injuries have all the rules of a Flesh Wound, but require specialized treatment in order to allow a character to restore lost Health Points. This injury will add ■■ to all actions due to pain. Treatments that include amputation or extensive skin grafts or other reconstruction surgery fall under {Advanced Medicine%}. The other danger of this type of Injury is that it leaves a character highly susceptible to Infection.

**Magnitude** (■ total assigned to Injury)

- **1st Degree Burn (Minor)** - (1

to +) - Pain.

- **1st Degree Burn (Major)** - (+ to 2x +) - Pain. Reduce + by 1.
- **2nd Degree Burn** - (2x + to 3x +) - Reduce Health Points by 1. Pain. Reduce + by 2.
- **3rd Degree Burn** - (3x + to 4x +) - Reduce Health Points by 2. Pain. Reduce + by 3.
- **4th Degree Burn** - (5x +) - Reduce Health Points by 3. Pain. Reduce + by 4. Reducing + to less than 0 will reduce Health Points by 4 instead of 3. If a character has any ■ assigned to an Infection Injury, they die.

**Save Throw: {Toughness%}**

**Treatment:** IV Fluids, Sterile Dressings, Antibiotics, Pain Medication

**Recovery Time:** (First Degree) 1 Health Point - d6 days (⌚ 60). (Second Degree) 2 Health Points - d6 Weeks (⌚ 560). (Third Degree) 3+ Points - d6 Months (⌚ 1800)

## FLESH WOUNDS

Flesh Wounds are not as overtly dangerous as other injuries, but each injury that causes flesh wounds will reduce a character's Damage Threshold by 1 until Treated. Unlike other injuries, a Flesh Wound can sometimes be treated without specialized gear.

**Magnitude** (■ total assigned to Injury)

- **Minor Laceration** - (1 to +) - Reduce Health Points by 1. Reduce + by 1

- **Laceration** - (⊕ to 2x ⊕) - Reduce Health Points by 2. Pain. ■■ to all {SC%}. Reduce ⊕ by 2.
- **Severe Laceration** - (2x ⊕ to 3x ⊕) - Reduce Health Points by 3. Reduce ⊕ by 3.
- **Open Wound** - (3x ⊕ to 4x ⊕) - Reduce Health Points by 4. Reduce ⊕ by 4.
- **Arterial Bleeding** - (5x ⊕) - Death

**Save Throw: {Dodge%, Toughness%, Martial Arts%}**

**Treatment:** Sterile Dressing, Sutures, Antibiotics, Pain Medication

**Recovery Time:** d6 days (⌚ 60)

## FROSTBITE

Frostbite injuries have all the same rules as a Burn Injury, but results from extreme loss of heat. Taking this kind of Injury multiple times will put a character at serious risk of hypothermia. A character will have to test each period of Time they are exposed with either a {Toughness%} or {Survival%} with ■ per Environmental Modifier-Cold and Frostbite Injury or the character will require this Injury be treated with amputation an {Advanced Medicine%} before Natural Healing can occur. A character that has taken Frostbite injuries but is no longer exposed will not be in danger of this, but they will be in no less of a need for serious medical attention.

**Magnitude** (■ total assigned to Injury)

- **First Degree** - (1 to ⊕) -

Reduce Health Points by 1.

- **Second Degree** - (⊕ to 2x ⊕) - Reduce Health Points by 2. Pain.
- **Third Degree** - (2x ⊕ to 3x ⊕) - Reduce Health Points by 3. Pain. Reduce ⊕ by 1.
- **Fourth Degree** - (3x ⊕ to 4x ⊕) - Reduce Health Points by 4. Pain. Requires Amputation.
- **Frozen** - (5x ⊕) - Death.

**Save Throw: {Survival (Cold)%, Toughness%}**

**Treatment:** See Burn Injury

**Recovery Time:** ⌚ 1d10

## INFECTION

This is often a meta-injury, meaning that it frequently is an additional hurdle to jump on the road to recovery of another injury described on this list. An infection will prevent the removal of any ■ during Natural Healing. An Infection may instead Aggravate its ■ to Sepsis if the kind of infection is severe enough.

**Magnitude** (■ total assigned to Injury)

- **Subclinical** - (1 to ⊕) - Reduce Health Points by 1
- **Clinical (Minor)** - (⊕ to 2x ⊕) - Reduce Health Points by 2. Pain■■ to all {SC%}
- **Clinical (Moderate)** - (2x ⊕ to 3x ⊕) - Reduce Health Points by 3. Nausea
- **Clinical (Major)** - (3x ⊕ to 4x ⊕) - Reduce Health Points by 4.
- **Fatal** - (5x ⊕) - Death

**Save Throw: {Endurance%, Toughness%, Advanced**

## Medicine%

**Treatment:** Sterile Dressing, Antibiotics, Pain Medication, specific drug to treat the kind of Infection.

**Recovery Time:** d3 weeks (⌚ 280).

Note that despite the recovery time presented, some infections have no known treatment or cure.

## POISON

A poisoned character will take Damage per Time, the amount will vary depending upon the Toxicity of the poison. However, a character can make an {Endurance%} in order to resist this damage. Increased activity can also spread the flow of poison, so a character will be forced to Aggravate one ■ per Round when an action is taken that has Strength as a Primary Attribute if there are any ■ on the character. This additional damage due to taking actions cannot be resisted.

**Magnitude** (■ total assigned to Injury)

- **TI 100:1** - (1 to +) - Reduce Health Points by 1. Nausea
- **TI 70:1** - (+ to 2x +) - Reduce Health Points by 2. Nausea, Pain ■■ to all {SC%}
- **TI 10:1** - (2x + to 3x +) - Reduce Health Points by 3. Reduce + by 1. Nausea
- **TI 2:1** - (3x + to 4x +) - Reduce Health Points by 4. Hemorrhagic.
- **TI 1.5:1** - (5x +) - Death

**Save Throw:** {Endurance%, Survival%, Toughness%,

## Science<sup>1</sup>%}

**Treatment:** Activated Charcoal (for chemical ingestion), IV Fluids, Anti-Venom

**Recovery Time:** 1d3 days (⌚ 30)

## SEPSIS

An Infection severe enough to cause Sepsis will increase the Damage dealt to a character from Injury, Infection. The original Injury, Infection becomes more difficult to treat by ■ per Health point lost to Injury, Infection. Effectively treating Injury, Infection with this increase of Difficulty will remove 'Infection, Sepsis' from a character.

**Magnitude** (■ total assigned to Injury)

- **SIRS** - (1 to +) - Reduce Health Points by 1
- **Sepsis** - (+ to 2x +) - Reduce Health Points by 2. Pain ■■ to all {SC%}
- **Severe Sepsis** - (2x + to 3x +) - Reduce Health Points by 3. Reduce + by 1.
- **Septic Shock** - (3x + to 4x +) - Reduce Health Points by 4.
- **Organ Failure** - (5x +) - Death

**Save Throw:** {Endurance%, Science%-Biology, Toughness%, Advanced Medicine%}

**Treatment:** Antibiotics, IV Fluids, Antipyretic, Pain Medication

**Recovery Time:** 3-5 days (⌚ 80)

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1 Biology/Toxicology/or a field of study relevant to the animal or insect that envenomed the character, such as Herpetology for snakes.



## Natural Healing and Rest Locations

Locations are detailed in the Gamemster's Companion, but for player reference, this rule of thumb can be used to see what kind of benefit a character gets from established camps, safehouses and Strongholds.

The abbreviation "EM" refers to "Environmental Modifier" which, among other things makes healing more difficult. A list of what alters it and Region-specific increases or decreases to EM will be detailed in the scenario notes.

As a reminder, "Heal (X)" refers to the result of  $\blacksquare$  assigned either to a character or Injury. Natural Healing can only remove  $\blacksquare$  assigned to a Character. Any  $\blacksquare$  assigned to an Injury have additional hurdles a character must jump through in order to remove  $\blacksquare$  from an Injury.

### EXPOSED

*Characters attempted and failed a "Set up Camp" Mission, have neglected constructing Shelter with Bushcraft or are deprived of any options for decent shelter. They are fully exposed to the elements with nothing but what they are wearing.*

### NATURAL HEALING RATE

#### "Heal $\blacksquare$ (S<sub>B</sub> - EM)"

when determining "Heal" value for Natural Healing. If this total is 0 or less, characters must Aggravate the

highest result  $\blacksquare$  to an Injury when Natural Healing would normally occur. If S<sub>B</sub> - EM is a positive number, characters still may not utilize Natural Healing as a means to remove  $\blacksquare$  assigned to them without resolving  $\oplus$  from either {FAid%, AMed%}.

### CAMPS (*Relief, Refugee, etc.*)

*Characters often have nothing more than a tent, bedroll, climate appropriate clothing and perhaps a campfire. While they are protected, characters must battle the elements if they are to make any meaningful recovery. This can represent camps set up indoors or in ruins if they are suitably exposed to the elements.*

*This is also indicative of established camps that feature temporary shelters erected for the housing of disaster victims and refugees. Anything more permanent than that will fall under the "Stronghold" category.*

### NATURAL HEALING RATE

#### "Heal $\blacksquare$ (S<sub>B</sub> - EM)"

when determining "Heal" value for Natural Healing. If this reduces the total below 0, then characters must Aggravate one  $\blacksquare$  of their choice to an Injury if they are able instead of removing  $\blacksquare$  when Natural Healing would normally occur.

Features like improved camping gear, a campfire and other such features designed to reduce EM will

assist in making removing **■** easier by reducing the penalty EM usually adds.

### **SAFEHOUSE**

*A secured room or building insulated from the elements. There does not need to be an expectation of a long-term stay, but it is safe so long as there are provisions. It may even be abandoned between uses, provided it is hidden enough to prevent others from stumbling across it. A Safehouse can be either a satellite outpost of an established Stronghold or can be a secured location that characters occupy for a few days to a season or two.*

### **NATURAL HEALING RATE**

**No modifier** to determine "Heal" value for Natural Healing. Stocking a Safehouse with medical provisions and keeping it clean and comfortable may allow temporary increases, however.

### **STRONGHOLD**

*A Stronghold is both secured and patrolled. It is well maintained with population to run the tasks of upkeep and keeping the Stronghold functioning. A Stronghold is a complex social organism, hence why it deserves its own book, but for player purposes, this rule can be expected regardless of how large or small the Stronghold is as a base.*

### **NATURAL HEALING RATE**

**"Heal **■** (Sb + 1)"** when determining "Heal" value for Natural Healing. Established Infirmaries and such Areas, as well as skilled physicians as population members will be able to increase this further.

### **SEVERELY INJURED CHARACTERS**

If a character is unable to increase their **+** high enough or remove enough **■** assigned to them (because their Injuries reduce their **+** to 0 or because they are trying not to Aggravate an Injury), they are unable to participate in Missions due to the excruciating pain. Narratively, a GM can allow such characters to accompany other characters, but their injured state would be a notable hazard that the party must contend with, which may have the effect of reduced **+** rewards for Mission completion or increased Risk available to the GM. Since this rule exception is narrative in nature, it's left to the GM to determine the extent and form such penalties would exist. For the most part, this results in a reduction in Survival Point reward by **+** **50%** for any Mission or Objective that does not involve getting a Severely Injured character to safety.

## Character Status

Many times a character's normal function is impaired somehow or they have some additional benefit that alters how others can interact with them. All of these, for better or worse, are called "Status". Many Status effects will share rules with symptoms of disease. In this case, to prevent redundancy, we will refer to those symptoms when they apply.

### CLINCHED/GRABBED

A character or opponent that is the target of an Action that applies a "Clinched/Grabbed" effect will be vulnerable to additional Actions until they are able to utilize a "Break Hold" Triggered Effect. While still "Clinched/Grabbed" the character or opponent will be unable to move away from the source of the Action that initiated the "Clinched/Grabbed" effect. Other characters and opponents can come to the aid of their allies to apply break hold on their Clinched allies' behalf.

### DELIRIOUS

See Symptom "Delirium" in the *Gamemaster's Companion*.

### DRENCHED

A character and all the gear they are wearing is soaked through. Gear that is Drenched will no longer provide any reduction to EM they normally provide until they are dry. This will prevent both Natural Healing and removing Fatigue with a Short Rest. A character will require ⌚ **5 - 1 per EM** for Arid Environmental feature at a Camp, Safehouse or Stronghold in order to dry themselves off. This is

reduced to ⌚ **1** if they have a change of dry clothes and can be done in conjunction with a Short Rest. If a character makes a Long Rest while Drenched, they will lose 1 Morale.

Characters spending more than ⌚ **10-1 per EM** for Cold will take [■ Th] damage.

### ENGAGED

A character or opponent that targets another with a Skill Check or Action will count as "Engaged" which will allow any ⊕ or ⊖ to be resolved against or with someone they are Engaged with by means of a Triggered Effect this round. A GM or logic may dictate that characters and opponents may be Engaged without having Skill Checks targeting them. For instance, being in some Formations will allow characters to count as being Engaged when they have not targeted each other with any Skill Check.

Merely targeting a character or opponent with a Skill Check will count the opponent and character or character and other character (both during and outside of Encounters) as being Engaged. A character or opponent can still resolve ⊕ and/or ⊖ however they choose against any Engaged targets. ⊕

Creative uses of existing Skills may open up some narrative opportunities. For instance, a character that has a high **{Spot/Listen%}** may make that Skill Check in addition to **{Firearms%}** in order to spot an exploitable weakness in their target. This would allow a player to use the

⊕ in their pool generated by both Skill Checks against the target of the **{Spot/Listen% and/or Firearms%}** but they would take ■ penalties and increased ■ rolls for making Multiple Actions.

## **FEAR**

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A Character who is fearful will require an extra ⊕ to use any Triggered Effect that has brackets [like this].

## **HIDDEN**

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A "Hidden" character or opponent cannot be deliberately targeted with Triggered Effects. If the user utilizes any other Triggered Effect or moves without utilizing a **{Stealth%}**, then they can be targeted normally this round. A "Hidden" character can move at a Crawl pace and remain "Hidden". Add ■ to the Dice Pool for movement at that rate normally. Some Triggered Effects allow a character to remain Hidden while using them. These are indicated with the "Stealth" special rule in the entry. If in the cost for any Triggered Effect "Hidden" is indicated, then in addition to any ⊕, ⊖, and ■ cost, they must be Hidden in order to use it.

## **NAUSEOUS**

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*See Symptom "Nausea" in the Gamemaster's Companion.*

## **PAIN**

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*See Symptom "Pain"*

A character in Pain must add a certain number of dice to their Dice Pool. The dice can be any combination of ■ or ■ so long as the total number of

dice indicated is accounted for. This represents a character compensating for pain. The number of dice added will be equal to the number of Health points lost and/or Viral points accumulated.

## **PANIC**

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Characters are so filled with fear they cannot utilize the "Conservation" or "Accuracy" special rules of any gear they use. The Triggered Effect "Called Shot" is either impossible to use or done with tremendous requirements of additional ⊕ (at GM discretion). Fleeing an Encounter will end the Panic, but will add ⚠ **2d5!** To a GM's Risk pool. Panic ends after any of the following situations:

- The Character voluntarily lose 1 point of Morale
- The Encounter ends.
- The Panicked character is targeted with a "Calm" or "Rally" triggered effect.

## **PRONE**

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A character that is Prone or is "Knocked Prone" will add [■] or [■] to any attacker's Triggered Effect to target them. A character can stand upright by spending a Move action, adding ■■ to their Dice Pool. Some Gear or Triggered Effects can only be used against Prone targets or have additional rules against Prone targets.

## **RAGE**

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*See Symptom "Rage" in the Gamemaster's Companion.*

## **SEVERELY INJURED**

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*See earlier section on "Severely Injured Characters"*

# List of Common Triggered Effects

These are a list of Triggered Effects that are so common that they will likely only show up in an entry with their cost by the name and referencing the entry here. It is also possible that any scaled effects that the Triggered Effect has will also be listed in addition to the unique cost in the entry.

As a shorthand, any effect that is listed in brackets [like this] indicate that the Triggered Effect requires a target which apply the full effects listed in the brackets. Anything outside of it either affects the character or environment somehow.

The following are triggered effects that can be utilized with certain kinds of gear, weapons or attacks. Most Triggered Effects share the same name and result, but may have differing  $\oplus$  costs in order to trigger. This represents some Skill Checks or equipment being more suited for a certain Effect to result. Some costs may not even be  $\oplus$ , but could instead be the addition of  $\blacksquare$  if it's so simple that no  $\{SC\}$  is required or it can be some other cost like adding an extra **DP** or using  $\otimes$ . Such costs will be listed after the name of the Triggered Effect and before the effect itself.

Most Triggered Effects will be listed in short form on reference cards or entries, but for space, occasionally it

will be just the name of the triggered effect and the  $\oplus$  or other conditions for triggering it.

## ADRENALINE BOOST (X)

Remove all  $\blacksquare$  or more from character's Result of a value of X or less, where X is the value indicated in the entry. At least  $\blacksquare$  must remain on a character.

Add  $\oplus 1$  per X this round. Aggravate all  $\blacksquare$  assigned to a character to any Injuries they may have during the Resolution phase. A character without Injuries can ignore this rule, but still gets bonus  $\oplus$ .

## AIM

Add  $\blacksquare\blacksquare$  to dice pool. Can also [Resolve all  $\blacksquare$  assigned to the target of this weapon if  $\{Hold\}$  was among the skill checks used that round.]

## BASH

$\blacksquare$  Bl per  $\bullet$  of weapon]  $\square$ . Weapons that are "indestructible" ignore the  $\square$  and instead add a  $\blacksquare$  to represent extra weight. Some poor quality weapons may add both  $\square$  and  $\blacksquare$  with their use.

## BITE

$\blacksquare$  Sl per Size]  $\blacksquare\blacksquare\blacksquare$ . Infected can inflict 1 or more "Viral" points. Characters desperately attempting this will often expose themselves to danger and would add  $\blacksquare$  to their Dice Pool.

Note: Characters generally don't have this as a viable combat option except under dire circumstances



in Grapple range. Also characters do not have this option against the Undead or any Infected target, since even under duress biting a zombie is a terrible, terrible idea.

### **BLAST**

[■ varies in amount and Damage Type to everyone within 10' of target, -■ per 10' beyond that until 0 ■ are left]. This often causes "Sustained Damage".

### **CALLED SHOT**

Target specific area or extremity. The number of ⊕ to trigger this is inversely related to the size and distance from the character. This in and of itself does no extra damage or effect unless the target has some special rules for being struck by the user in this way.

A GM can use this as a prerequisite for a player who calls for a very specific target with whatever they are attacking with whether narrative or deemed necessary by the nature of the opponent or declared Intent. This basically would amount to adding ⊕ or more to the Triggered Effect of the other attack by way of utilizing this Triggered Effect to indicate where the attack lands. Some called shots, like "Headshot" is already accounted for and already does have additional effects.

### **Note about "Called Shot" in Pandemic Play:**

*Without getting into spoilers, in this campaign, there will be enemies that are very difficult or almost impossible to destroy without a "Called Shot" against a known weakness... and occasionally with a specific category of weapon as well. This knowledge will be earned by trading intel or by trial and error among player characters in their desperate bid to survive.*

### **CALM**

The target can remove the "Panic" or "Rage" status.

### **CHARGE**

[■ ■ Bl, Pi, Sl depending upon weapon]. Move at All Out Sprint speed.

### **COUP DE GRACE / HEADSHOT**

[■ varies, 0 Defense, Instant] ■ to the dice pool per Def. the target had. Generally Coup de Grace has a lower ⊕ requirement, but generally requires the target to be Prone as well and only applies to Melee Attacks. Ranged Attacks are generally what Headshots are used for, but the two are more or less interchangeable terms.

### **CRUSH**

[■ varies, add □ to dice pool to see if worn/target gear is damaged/broken]. ■ □ .

### **DEATH**

[■ or more, Bl, Pi or Sl. Rolling higher than ⊕ of the target during the Resolution phase] ■ per Health point of the target.

Note that the number of Damage Dice (■) for the "Death" Triggered Effect will likely be very low, since this represents an all or nothing sort of attack that if it hits, it kills; and

that failing to hit will result instead in some superficial damage from a secondary source, like flying debris from the Death attack's impact on the ground or wall nearby.

### **DETECT**

[Remove "Hidden" status from opponent at a distance of 10' per P<sub>B</sub> per  $\oplus$ ]. If multiple valid targets exist, pick one at random to be revealed to the user.

### **DISARM**

[Lose weapon or object held in hands]

### **DISTRACT**

[ $\blacksquare$   $\blacksquare$  varies in amount]  $\blacksquare$  and/or  $\blacksquare$  varies by method of Distraction and will be indicated in the entry.

### **DODGE**

+1 Defense vs. Ranged or Blast attack. This can be taken multiple times during the same Turn, each time the cost is paid, then the Defense bonuses combines.

### **FULL DODGE**

Increase Defense equal to all  $\blacksquare$  assigned to character from Ranged Attacks so far.  $\blacksquare\blacksquare\blacksquare\blacksquare - \blacksquare$  per  $\oplus$ .

### **HEAL (X)**

[Remove  $\blacksquare$  or more from Damage Dice the character has taken]. There is generally a restriction on how high the die result can be without special training or gear. This can't target anyone with untreated Injuries. This is occasionally restricted to removing  $\blacksquare$  with only a certain result or lower. Which would be indicated as follows "Heal  $\blacksquare$  (4)" would allow the

removal of a  $\blacksquare$  with a result of 4 or less. If it has a modifier, like "Heal (+1)" then it will combine with the highest possible Heal rating of a Triggered Effect or Gear to increase it by +1. So Heal (3) would become Heal (4). Having no other value in parenthesis, then any  $\blacksquare$  assigned to a character can be removed.

There can be circumstances where the value in parenthesis is not a specific number. For instance [Heal (Lowest)] allows a player to remove the lowest  $\blacksquare$  result on their character. Natural Healing in particular uses [Heal (S<sub>B</sub>)] which means that it allows the removal of  $\blacksquare$  equal to or under the character's Strength Bonus.

This can target oneself, but add  $\blacksquare$  per  $\blacksquare$  assigned to a character.

Note that this is generally not able to remove any  $\blacksquare$  assigned to (or "Aggravated" to) an Injury. Those represent more serious wounds that can only be treated with time and care represented by a relevant Medical Mission. In addition, there is an actual amount of  $\text{⌚}$  that needs to pass before  $\blacksquare$  can be removed, even with such treatment. See the "Natural Healing" section for more details.

### **HIT**

[ $\blacksquare$  Damage type will be determined by the kind of weapon/attack used]. Some weapons also have additional Universal Special Rules applied with this Triggered Effect, such as *Ranged*, *Accuracy*, *Concussion* and *Instant*.

## **HIDE**

User or one object becomes "Hidden" which means they cannot be targeted with Triggered Effects. If the user utilizes any other Triggered Effect or moves without utilizing a **{Stealth%}**, then they can be targeted normally this round. A "Hidden" character can move at a Crawl pace and remain "Hidden". Add **[ ]** to the Dice Pool for movement at that rate normally. Using triggered effects with the Stealth rule will allow use while Hidden. A GM can situationally grant this rule if narratively appropriate, occasionally requiring an extra **(+)** or more to be resolved in such cases.

An opponent using "Detect" can allow the Hidden character to be targeted normally and Hidden object to be noticed and/or taken.

## **IMPENETRABLE DEFENSE**

Increase Defense equal to the number of **[ ]** assigned to this character from Melee Attacks this Round so far.

## **INTIMIDATE**

[Target (or Formation) -1 Morale]. A target can make a **{Cmps%}** to merely add **[ ]** or more.

## **KNOCK PRONE**

**[ ]** or more to their Dice Pool and cannot Move until they add **[ ] [ ]** to their Dice Pool to stand upright again.] **[ ]** Prone is a status effect that may have other special rules associated with it.

## **LABOR (XX)**

A character using this will generate

Labor more efficiently using this Triggered effect. Any mission listed in the entry will be granted **XX** where X can either be a static or variable amount.

*Note:* A GM can decide if more or less Labor is required based on the narrative flow and reality of the situation. Of all Triggered Effects, this one is probably the most flexible.

## **TERROR**

**[ ] [ ]**, lose 1 Morale]

Treat (Injury)

The named Injury type is considered "Treated" for purposes of allowing Natural Healing. If no Injury type is specified, then it applies to all kinds.

## **PARRY**

Add +1 Defense against a Melee or Grapple attack.

## **RALLY X**

Restore lost Morale while in Formation. The amount is indicated as a variable after Rally, so "Rally (2)" would restore 2 lost Formation Morale with a single use of this Triggered Effect. This only applies to Formation Morale, not any character's individual Morale rating.

## **RELOAD/RESTOCK X**

Remove 1 or more **DP** from specific kind gear, the amount of **DP** that can be removed is usually indicated by parenthesis next to the title. If no such value is indicated then there is no restriction as to how many **DP** can be removed with this Triggered Effect. The number is occasionally

a variable, like "Reload d3", which would allow **d3 DP** to be removed from the gear with a single use of the Triggered Effect. If no number or other variable is presented, then it is assumed that all **DP** can be removed with the same Use of the Triggered Effect. Common sense is urged in this respect, however.

**Note:** This often has a rating other than simply **+** needed. Sometimes, a character only needs to add **█** to their Dice Pool or require a certain amount of **✂**, if it's especially difficult or tedious. Generally, if the entry has multiple options, then it's one or the other, not all of the available options.

### **RESILIENCE (1-5)**

Remove all **█** assigned to the user at the end of the Round if not enough was inflicted during the Round to cause the loss of a Health point. Lost Health Points are not restored in this way. This will often be restricted by the Result on the **█**, so Resilience (4) will allow the user to remove all **█** with a Result of 4 or less at the end of the Round. This represents the extent to which the body has sustained damage that it can shrug of.

**Important Note:** Resilience is not commonly used among player characters. It is generally the result of characters being inebriated or drugged to not feel pain the way normal people would or as a symptom of becoming infected. This feature is rare in that the character's body still takes the damage, so their ability to feel it doesn't really factor into the

wound's severity.

### **RUSH (1-5)**

Remove **█** or more from character's Result. There is generally a restriction on how high the die result can be without special training or gear. This is occasionally restricted to removing **█** with only a certain result or lower. Which would be indicated as follows "Rush (4)" would allow the removal of a **█** with a result of 4 or less. If no value is listed, then any **█** can be removed. At least **█** must remain on a character.

### **STUN**

**█** per **●** of weapon or flat amount of **█**.] Some non-lethal weapons are designed to cause a target to add far more **█** than their **●** would indicate.

### **SLASH**

**█** S] per **●** of weapon. This will almost always have Accuracy as an additional rule.

### **STAB**

**█** Pi] **█** per **●** of weapon. This will almost always have Accuracy as an additional rule.

### **SUPPRESSION FIRE**

**█** varies, target all living opponents within a certain radius (as determined by the weapon or object)]

### **"TOOL"**

The tool benefits the user under specific circumstances by adding an extra **✂**.

Occasionally, a flat number of  $\otimes$  is generated under specific circumstances or towards the progress of specific Missions. This will be the case if a flat number of " $\otimes + X$ " or " $\otimes X\%$ " is listed and one of the Mission types or Skill Checks listed in the entry corresponds to a Mission the character is undertaking. This is similar to the "Labor" Triggered Effect, only that it applies specifically to using equipment and can potentially grant much larger amounts of  $\otimes$ . The most notable difference though is that it may not even need  $\oplus$  in order to use and may constitute a "Use" as per rules for the equipment (which is not implied with the "Labor" Triggered Effect).

### Note regarding Triggered Effects

Entries for Triggered Effects in gear and skill checks (as well as what  $\oplus$  are needed to use them) are just the minimum of what Triggered Effects are always available with their use. A player may petition the GM that a specific instance would allow other Triggered Effects be used, even if not explicitly stated. This is both acceptable and encouraged, since creative use of equipment is a large part of what makes O:U as much a survival simulation as it is a role-playing game. Ingenuity and creativity should be rewarded in-game as frequently as possible, especially if the petition is professionally informed.

### Resolving $\ominus$ Against Yourself

A character (or GM) can use Triggered Effects as a way to

creatively resolve not just  $\oplus$ , but  $\ominus$  as well. For instance, a character that gets several  $\ominus$  in their Skill Check can resolve them on their turn in order to target themselves with negative Triggered Effects by means of an effect in brackets that are meant to target an enemy, and using  $\ominus$  instead of  $\oplus$  to use it. So if a character gets several  $\ominus$  and wants to resolve them by using "Disarm" against themselves, then they tell the GM that they are using the  $\ominus$  to say they are fumbling and dropping their weapon in order to resolve  $\ominus$  before the GM gets a chance to use them for something more devious. This is strongly encouraged because it makes players and GMs both narrative partners in the story for survival. The GM still has the right to veto any such proposal from a player, especially if the proposed use of a Triggered Effect violates both the rules and common sense.

Some obvious candidates for characters resolving  $\ominus$  against themselves are the following Triggered Effects: *Disarm*, *Distract*, *Detect*, *Knock Prone*, *Stun*