

I AM A SURVIVOR

MY NAME IS _____
 BEFORE ALL OF THIS, I WAS A _____
 MY GOAL _____
 MY INSTINCT _____
 MY LOOK _____

MEAT SKILLS

FIGHT

EVADE

ENDURE

BRAIN SKILLS

COMMUNICATE

EXPLORE

THINK

MY TALENTS

IF YOU HAVE ONE BOX, YOU CAN USE ONCE PER SESSION
 IF YOU HAVE TWO BOXES, THEN IT'S ONCE PER SCENE

- SLUGGER (REROLL FIGHT WITH FISTS OR MELEE)
- DEAD EYE (REROLL FIGHT WITH GUNS OR THROWING)
- QUICK FOOT (REROLL EVADE WITH ACROBATICS OR RUNNING)
- ROGUE (REROLL EVADE WITH STEALTH OR STEALING)
- TOUGH GUY (REROLL ENDURE TO DEAL WITH PAIN OR WOUNDS)
- RESISTANT (REROLL ENDURE WITH SICKNESS OR POISON)
- CHARMING (REROLL COMMUNICATE TO NEGOTIATE OR SEDUCE)
- DECIEVER (REROLL COMMUNICATE TO BLUFF, LIE, OR DISGUISE)
- WATCHER (REROLL EXPLORE WHEN LISTENING OR SPOTTING)
- SCROUNGER (REROLL EXPLORE TO SEARCH AND FIND RESOURCES)
- EXPERTISE (REROLL THINK TO BUILD, REPAIR, OR REINFORCE)
- CLEVER (REROLL THINK TO COME UP WITH A PLAN OR ESCAPE)

MY GEAR

MY RESOURCES

FOOD

MEDS

AMMO

TECH

NICE

FUEL

DICE POOL

KARMA

SANITY

MY CONDITIONS

- HEALTHY
- SICK
- ANGRY
- SCARED
- CRAZED
- HUNGRY
- TIRED
- DAZED
- OUTCOLD
- BRUISED
- INJURED
- DYING
- DEAD
- OH SHIT...

MY VIPS

CHARACTER CREATION: Choose a name, former occupation, goal (other than survive), instinct, and look. Mark the first box for each Meat and Brain Skill, then distribute 10 more Skill points. You start with 2 Talent Points, 8 Resources, and 3 VIP (relationship) Dice. You start with 7 Dice Pool, Zero Karma, and 7 Sanity. Last, choose your starting gear: your clothing, 1 weapon, 2 useful items or extra weapon, and 2 or 3 personal items.

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ROLLING THE DICE

When you do something tricky or dangerous, you roll dice. Choose the best Skill and roll that many dice. Add dice from your dice pool if you want. Any dice that show up as even numbers are hits. You need hits equal to the difficulty of the obstacle.

Difficulties: Tricky (2) - Tough (3) - Hard (4) - Extreme (5)

If you pass, you discard the dice pool dice and narrate your success. If you fail, you keep those dice pool dice but you don't achieve your goal. The Narrator will escalate the situation or give you a Condition. Conditions should influence how your character behaves and make situations more challenging. To get rid of a Condition, you have to narrate how you get rid of it.

HELPING AND VIPS (RELATIONSHIPS)

If your character can help another character, you can donate a die from your dice pool. Explain how you're helping. If the roll is a success, you lose the die from your pool. If the roll fails, you keep your dice pool die. Relationships represent very important people. Whenever you attempt to help or protect a VIP, add the relationship level as dice to your roll.

GEAR AND RESOURCES

When you have a piece of Gear that might help your roll, the Narrator may allow you to add one or two dice to your roll. Resources represent valuable and useful material that can be used for bartering (1 for 1) or to aid your character's survival. The size and quantity of a resource is variable. Food can be used to get rid of the Hungry Condition. Meds can get rid of the Sick Condition. Ammo is used for guns in combat (expend one after shooting a whole lot). Tech parts can be used to fix equipment or build new stuff. Nice stuff represents luxury items like lighters, wet wipes, soap, toilet paper, ect. Fuel is used for cars and generators. Find new resources by exploring the wasteland or taking from others.

DICE POOL, KARMA, SANITY

You can spend Dice pool to aid skill tests. Earn more Dice Pool by...

- Participating in a Refresh Scene (Reset to 7 Dice)
- Persuading Your Goal (Earn 1 Die)
- Acting Out Your Instinct (Earn 1 Die)
- Putting Yourself In Danger for VIP or Group (Earn 2 Dice)
- Doing Something Cool Or Appropriately Hilarious (Earn 1 Die)
- You Earn Dice Pool After the Roll is Completed, Not Before!

Karma represents experience and good fortune. You usually earn two or three Karma points per session. Spend one Karma point and give an explanation to...

- Force Away a Negative Condition
- Regain a Sanity Point
- Upgrade a Relationship (VIP) by 1 Die
- Scavenge 3 Resources

Spend two Karma points to...

- Add 1 Talent Point
- Create a New Relationship (VIP)
- Scavenge 7 Resources

Spend three Karma points to...

- Upgrade a Meat or Brain Skill by 1 Die

Sanity represents your character mental stability. You lose a Sanity point when...

- You Witness a Relationship Die (1 Sanity Per VIP Level)
- You're Attacked by a Zombie Group Member or Relationship
- You Witness Some Horrible Act of Inhumanity

You gain a Sanity point back by...

- Creating a New Relationship (VIP)
- Using 3 Nice Resources
- Find a Safe Place to Rest for 48 Hours (not cumulative)