DISTEMPER
SURVIVOR'S HANDBOOK

CYRUS MOFFO

THE SOUND OF THE PLANE IS JARRING...

...as no one has come or gone from Pelee island in almost two years.

Only 68 people remain on the island. More than 80 people died in the first and only outbreak of the Dog Flu, and another 70 left before the remaining residents closed the docks and airport, self-quarantining the island.

The last two years haven't been easy, but life has gone on. There are things that they miss from before the Dog Flu but the residents have adjusted and fallen into a quieter, simpler life. Very few of them even waste time talking about what has been lost. It's gone and not coming back.

But one morning in September, more than two years since The Distemper started, and the silence of the island is broken by the sound of a plane, circling overhead.

Everyone on the island finds themselves looking skywards, wondering who is up there and what this means...

XERO SUM STUDIO   TONY BUSHELL   XERO SUM GAMES

PERSONAL INFORMATION

NAME: Cyrus Moffo
PROFESSION: Tour Guide

AGE: 57 **WEIGHT:** 168lbs **HEIGHT:** 5'11" **GENDER:** Male

DESCRIBE YOURSELF IN 3 WORDS: Curious, Insightful, and Questioning

COMPLICATION: Loss **MOTIVATION:** Stay Alive

REASON: 2 **ACUMEN:** 1 **PHYSICALITY:** 1 **INFLUENCE:** 0 **DEXTERITY:** 1

SKILLS (RANK YOURSELF FROM 0-4)

3 [Combat] Demolitions* (PHY)	__ [Knowledge] Farming (REA)	2 [Innate] Athletics (DEX)
__ [Combat] Melee Combat (PHY)	1 [Knowledge] General Know. (REA)	2 [Innate] Hunting (PHY)
__ [Combat] Ranged Combat (DEX)	3 [Knowledge] Psychology* (REA)	2 [Innate] Navigation (ACU)
__ [Combat] Unarmed Combat (PHY)	__ [Knowledge] Research (REA)	1 [Innate] Scavenging (ACU)
3 [Criminal] Lock-Picking* (REA)	3 [Knowledge] Tactics* (REA)	2 [Innate] Survival (ACU)
__ [Criminal] Sleight of Hand (DEX)	3 [Mechanic] Armorsmith* (DEX)	__ [Sway] Animal Handling (INF)
1 [Criminal] Stealth (DEX)	__ [Mechanic] Tinkerer (DEX)	__ [Sway] Barter (ACU)
__ [Medicine] First Aid (REA)	3 [Mechanic] Vehicle Rep.* (DEX)	2 [Sway] Entertainment (INF)
1 [Medicine] Pharmacology* (REA)	3 [Mechanic] Weaponsmith* (DEX)	__ [Sway] Inspiration (INF)
3 [Medicine] Surgery* (REA)		__ [Sway] Intimidation (PHY)
		1 [Sway] Manipulation (INF)

SECONDARY STATS

WOUND POINTS: 10 + 12 REA + DEX
DM MELEE: - PHY 1 AMod
INITIATIVE: DEX +2 ACU
CDP: 1 2 3 4 5 6 7 8 9 10 11 12

RESILIENCE POINTS: 7 + PHY
DM RANGED: - DEX 1 AMod
ENCUMBRANCE: 6 7 PHY
INSIGHT DICE: ●●○ 1 2 3 4 5

MORALITY: 3
PANIC THRESHOLD: 50% of original RP total (rounded down) 3
BREAKING POINT: 3 + REA 6 + PHY ● 1 2 3 4 5
RATIONS: ●●○ 1 2 3

WEAPONS AND EQUIPMENT

NAME: Fists **WP:** 1d3+1 **TYPE:** (M) R E S **RANGE:** (E) C M L D Damage: 1d3 + PHY + Unarmed Combat

NAME:	TYPE: M R E S	RANGE: E C M L D	COND: P U W D B	TRAITS:
WP:	RP: 50/100%	ENC:	CLIP:	AMMO: 0 1 2 3 4 5 6 7 8 9 10

NAME:	TYPE: M R E S	RANGE: E C M L D	COND: P U W D B	TRAITS:
WP:	RP: 50/100%	ENC:	CLIP:	AMMO: 0 1 2 3 4 5 6 7 8 9 10

EQUIPMENT: Compass **ENC:** 0 **COND:** P (U) W D B **TRAITS:** +1 to Navigation Checks

EQUIPMENT: **ENC:** **COND:** P U W D B **TRAITS:**

ARMOR: **ENC:** **DM:** **COND:** P U W D B **ARMOR:** **ENC:** **DM:** **COND:** P U W D B

BACKGROUND INFORMATION & NOTES

Born and raised in Seattle, Cyrus Moffo always had an insatiable curiosity and a passion for exploration.

As a young man, he pursued a career in the tech industry, where his innovative thinking and problem-solving skills led to a successful and fulfilling profession, as well as more money than he could spend in one lifetime.

Despite his achievements in tech, Cyrus remained deeply connected to nature and spent much of his time hiking and camping. After retiring from the tech industry, Cyrus retired to Pelee Island to focus on writing detective novels, spending his summers as a tour guide, captivating visitors with fascinating stories and hidden gems that most believed only a true islander could know.

When the pandemic struck, Cyrus's life was upended, and his idyllic retirement was replaced by uncertainty and hardship. However, his background in tech and his intimate knowledge of the island proved invaluable to the community.

Cyrus's curious, insightful, and questioning nature helped him uncover resources, navigate treacherous situations, and devise innovative solutions to the challenges faced by the remaining residents. That, combined with his ineffable optimism and shining intellect, has made Cyrus a vital member of the island's leadership team.

Though he may not be giving tours anymore, Cyrus's wealth of knowledge and unwavering determination to protect and preserve Pelee Island continues to play a crucial role in the community's survival and resilience.

RELATIONSHIPS

NAME:	MODIFIER:	NAME:	MODIFIER:

ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

INCIDENTAL EQUIPMENT: Map of area

SURVIVAL EQUIPMENT:

CHARACTER SHEET OVERVIEW

❶ NAME, AND OTHER PERSONAL DATA

This is where to record your character's name, their profession, and various details that have no substantive impact on gameplay but can help provide some definition and background, such as your character's height, weight, gender, and age.

Also in this section in a space to write the "3 words" that were defined during character creation to sum up your character's personality and outlook. See **Step Xero: Who Are They?** on page 16 for more details.

❷ COMPLICATIONS & MOTIVATIONS

Each character has a **Complication** from their life before the pandemic as well as a **Motivation** that serves to drive their behaviors.

Both the **Complication** & **Motivation** serve to help players understand what drives their character and how they would respond in given situations. See **Step Six: What Drives Them** on page 19 of the **Quickstart** for details.

❸ RAPID RANGE MODIFIERS

Each character has a series of physical and mental attributes (collectively called the **RAPID Range**) that reflect their **Reason, Acumen, Physicality, Influence** and **Dexterity**. This **RAPID Range** influences how effective they are when undertaking tasks using those attributes.

Although RAPID Range attributes start at **-2 (Lame)** and go to **5 (Animalistic)**, **0** is **Average**, and is the starting value for all characters.

Your character's RAPID Range attribute is also their **Attribute Modifier** (**AMod**) and is applied to any dice check using that attribute.

TABLE 2: RAPID RANGE MODS	
-2	Lame (-2)
-1	Weak (-1)
0	Average (0)
+1	Good (+1)
+2	Strong (+2)
+3	Exceptional (+3)
+4	Human Peak (+4)
+5	Animalistic (+5)

These mods are outlined on **Table 2: Rapid Range**.

The **RAPID Range** attributes are:

REASON: How smart, how quick, and how well educated a character is, in addition to how well they process and retain data. Characters with a high **Reason** tend to be good at skills that require an elevated degree of mental agility.

ACUMEN: The midpoint between perception and cunning, **Acumen** affects a characters' ability to read a situation or person and defines how well they can turn things to their advantage. Characters with a high **Acumen** are very in tune with their surroundings and tend to rely on their instincts.

PHYSICALITY: Not only a measure of how strong, tough, or athletic a character is, **Physicality** also represents how much self-control and will-power they are about to exert. Characters with a high **Physicality** are capable of amazing feats of strength and discipline.

INFLUENCE: A measure of how much charm, charisma, or sheer physical beauty a character possesses, in addition to how well they are able to use that to their advantage. Characters with a high **Influence** are often able to convince, manipulate, or bend others to their will.

DEXTERITY: Agility, reflexes and hand-eye coordination, characters with a high **Dexterity** often tend to be good at skills and activities that

require being nimble, quick on their feet, or having a high degree of fine motor skills.

❸ SKILLS

Most **Skill Modifiers** start at **0 (Untrained)** and go up to **+4 (Life's Work)** for a subject a character has devoted many years of their life to studying and perfecting, as laid out on **Table 3: Skill Modifiers**.

TABLE 3: SKILL MODS	
-3	Inept (-3)
0	Untrained (0)
+1	Beginner (+1)
+2	Journeyman (+2)
+3	Professional (+3)
+4	Life's work (+4)

There some skills that required such specialized training (such as Demolitions* or Surgery*), that characters without that training start at **-3 (Inept)**.

As soon as a character gets 1 level, they go from -3 (Inept) to +1 (Beginner). These skills are denoted on the character sheet with an asterisks, such as Surgery*.

Players should write in the number of levels in each skill next to the skill name for ease of reference during play.

Each level in a Skill brings a corresponding +1 SMod to any check involving that skill, and so a character with **Unarmed Combat 2** would write that on their sheet and receive +2 for any **Unarmed Combat** checks.

Each skill is associated with an attribute, such as Stealth with Dexterity. As AMods and SMods are cumulative, the associated attribute is written next to the skill name in parenthesis, such as Stealth (Dex).

For ease of reference, **Skills** are grouped on the character sheet by type. These group are: **Criminal, Combat, Innate, Knowledge, Mechanic, Medicine,** and **Sway Skills.**

❹ SECONDARY STATS

Secondary Statistics are derived from the **RAPID Range** attributes as well as certain **skills**, all of which are all explained in detail during the **Character Creation** stage in the **Quickstart**.

Secondary Stats either have a direct bearing on combat, such as **Wound** & **Resilience Points, Initiative,** and **Defensive Modifiers,** or they can have some other impact on gameplay, such as how much weight the character can carry (**Encumbrance**), their **Panic Threshold,** their **Breaking**

Point, and their **Morality** score.

This section is also where to record how many **Insight Dice** and **Character Development Points** (**CDP**) the character has. Each character starts with 2 **Insight Dice** (see **Moments of Insight & Insight Dice** on page 10) and 0 **Character Development Points** (**CDP**). Both of these are earned or awarded and then spent at various points during the game, or the character's **Evolution** (see the **Distemper Core Rulebook** for more details on **Character Evolution**).

❺ WEAPONS AND EQUIPMENT

All characters start the game with a limited amount of weapons, ammunition, and equipment.

Each of these items should be recorded in this section and you should circle the correct **Type, Range,** & **Condition** of the weapon for ease of reference. Each weapon section also has an ammunition tracker that should be marked as ammo is consumed.

Additionally, one weapons section records how much damage a character does with their bare **Fists.**

Additionally, this section has a Rations tracker. Each character starts the game with two Rations (enough to eat and drink for 2 days) and you should mark those on this sheet, removing one at the end of each game day.

NOTE: If your character doesn't have an item listed on their character sheet, they don't have it in the game.

❻ PORTRAIT

Whether this is a sketch, a photo, a stock image, a panel from one of the comics, or even just a description, this is where to record how your character appears to others.

❼ BACKGROUND INFO & NOTES

This section is to track the various details that help develop the character. If the character was created via the **Backstory Generation** process (see page 14) then they should already have a story that was created as they created their character, this should be recorded here. If a player choose to simply spend CDP to build the character they wanted, they should use their imagination to **Fill In The Gaps** about their character's background story.

❽ RELATIONSHIPS

Relationships between player characters and non-player characters are important in **Distemper**, and players will find themselves having different interactions with each one. Some interactions are defined by **First Impressions** and **Gut Instincts** (see page 30) and may factor into **Negotiations** (see page 31). The CMods influencing those interactions should be recorded here, next to the NPC's name.

❾ ADDITIONAL NOTES

In addition to Weapons & Equipment, each character starts the game with one **Incidental Item** to help provide them with color and context, as well as a **Basic Survival Kit** which contains a Sleeping Bag and a Tent, that should all be recorded in this section.

Anything not recorded elsewhere on the sheet or any other details that the player wishes to remember should go into this section. This might include details like whether your character is perpetually grumpy, if they are searching for friends and family, or if they have a habit of shuffling a deck of cards as they look for a sucker to get into a game. Anything that helps you remember how you are playing belongs here.

PERSONAL INFORMATION

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AGE: 57   **WEIGHT:** 168lbs   **HEIGHT:** 5'11"   **GENDER:** Male

DESCRIBE YOURSELF IN 3 WORDS: Curious, Insightful, and Questioning

COMPLICATION: Loss   **MOTIVATION:** Stay Alive

REASON: 2   **ACUMEN:** 1   **PHYSICAL:** 1   **INFLUENCE:** 0   **DEXTERITY:** 1

SKILLS (RANK YOURSELF FROM 0-4)

_ [Combat] Demolitions* (PHY)	_ [Knowledge] Farming (REA)	2 [Innate] Athletics (DEX)
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_ [Criminal] Lock-Picking* (REA)	_ [Knowledge] Tactics* (REA)	2 [Innate] Survival (ACU)
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_ [Medicine] Surgery* (REA)		_ [Sway] Intimidation (PHY)
		_ [Sway] Manipulation (INF)

SECONDARY STATS

WOUND POINTS:	10 + 12 + DEX	DM MELEE:	- PHY /AMod	INITIATIVE:	DEX +2 ACU	CDP:	
RESILIENCE POINTS:	7 + PHY	DM RANGED:	- DEX /AMod	ENCUMBRANCE:	6 7 PHY	INSIGHT DICE:	●●○○
MORALITY:	3	PANIC THRESHOLD:	50% of original RP rounded down 3	BREAKING POINT:	6 3 + REA 4 rounded down	RATIONS:	●●○○

WEAPONS AND EQUIPMENT

NAME:	Fists	WP: 1d3+1	TYPE: (M)R E S	RANGE: (E)C M L D	Damage: 1d3 + PHY + Unarmed Combat

NAME:		TYPE: M R E S E C M L D	COND: P U W D B	TRAITS:
WP:	RP: 50/100%	ENC:	CLIP:	AMMO: ○○○○○○○○○○

NAME:		TYPE: M R E S E C M L D	COND: P U W D B	TRAITS:
WP:	RP: 50/100%	ENC:	CLIP:	AMMO: ○○○○○○○○○○

EQUIPMENT:	Compass	ENC: 0	COND: P (U) W D B	TRAITS: +1 to Navigation Checks
EQUIPMENT:		ENC:	COND: P U W D B	TRAITS:

ARMOR:	ENC:	DM:	COND: P U W D B	ARMOR:	ENC:	DM:	COND: P U W D B

BACKGROUND INFORMATION & NOTES

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Cyrus's curious, insightful, and questioning nature helped him uncover resources, navigate treacherous situations, and devise innovative solutions to the challenges faced by the remaining residents. That, combined with his ineffable optimism and shining intellect, has made Cyrus a vital member of the island's leadership team.

Though he may not be giving tours anymore, Cyrus's wealth of knowledge and unwavering determination to protect and preserve Pelee Island continues to play a crucial role in the community's survival and resilience.

RELATIONSHIPS

NAME:	MODIFIER:	NAME:	MODIFIER:

ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

INCIDENTAL EQUIPMENT: Map of area

SURVIVAL EQUIPMENT:

RULES REFERENCE

DICE CHECKS

All attribute or skill checks require **a total score of 9 or above** to be successful and take the format:

2d6 + Attribute Modifier (AMod)
Add their Reason, Acumen, Physicality, Influence or Dexterity AMod, for a range of -2 to +4

+ Skill (SMod)
Add relevant SMods from Skills for a range of -3 to +3

+ Conditional Modifier (CMod)
For any external influences or unexpected factors, ranging from -5 to +5, at the GM's discretion

OUTCOMES

0-3	Dire Failure
4-8	Failure
9-13	Success
14+	Wild Success
1+1	Moment of Low Insight
6+6	Moment of High Insight

MODIFIERS

Each **Dice Check** can have up to three possible Modifiers that are added to the final total.

Attribute Modifiers (AMods): All characters have 5 RAPID Range attributes (**Reason, Acumen, Physicality, Influence, & Dexterity**) ranging from 0 to 4. This number is the **Attribute Modifier** (or **AMod**), that is added to any check that uses that Attribute.

Skill Modifiers (SMods): Each character has a variety of skills, with a **Skill Modifier** (or **SMod**), ranging from 0 to +4, that is added to any check using that skill.

Note: Some skills require some degree of specialized training and attempting to use one without the training incurs a -3 **SMod**. These skills are marked with a *.

Conditional Modifiers (CMods): Any dice roll can have a **Conditional Modifier** (or **CMod**) ranging from -5 to +5 which is added at the GM's discretion to reflect external factors that can influence the dice check.

FILLING IN THE GAPS

Having the players **Fill in the Gaps** about what they are seeing or doing can help the GM ensure that the whole group are contributing to the narrative.

The GM may call upon players to provide details about what they are seeing or doing that flesh out the scene or actions for the rest of the group.

MOMENTS OF INSIGHT

A roll of double one or double six (a score of 2 or 12) is either a **Moment of Low** or **High Insight** wherein the task went so flawlessly well or so disastrously awry that the character learned an important lesson about what not to do or gained a deep understand of how and why they were successful.

Regardless of any AMod, SMod or CMods being applied to the roll, a double one is always treated as a **Dire Failure** and a double six is always treated as a **Wild Success**.

As a result of this roll, they receive an **Insight Dice** that can be used to affect the outcome of future dice checks.

INSIGHT DICE

Insight Dice allow players to affect dice rolls or other elements of gameplay in their favor.

Each player starts the game with **2 Insight Dice** and receives an additional **Insight Dice** each time they roll a **double one** or a **double six** and have a **Moment of Insight**.

Common uses for **Insight Dice** are:

- Adding an additional dice before making a check, for a **3d6 dice pool**
- Re-rolling one or both of the original dice
- A **+3 Conditional Modifier**
- 'Bending reality' to allowing a player to find an unexpected clue or suddenly have a missing piece of required equipment
- Instead of **Dying**, a character can surrender all of their **Insight Dice** in exchange for recovering 1 Wound Point and 1 Resilience Point for each dice surrendered. Players cannot choose how many dice to use in this method, this costs all of their **Insight Dice**

There is no limit to how many **Insight Dice** a player can have and once used, **Insight Dice** are surrendered back to the GM.

Although **Insight Dice** can be used by a player to perform an act that helps another player, they are non-transferable and cannot be given directly to another character.

GROUP CHECKS

A group of players may elect to make a **Group Check** and pool their abilities so long as they are using the **same Attribute or Skill.**

The player with the highest individual Attribute or Skill makes a dice check, factoring in AMods and SMods from the group members, and adding a +1 CMod for each person contributing. Insight Dice cannot be used during Group Checks.

OPPOSED CHECKS

If two characters are working against one another (during a chase, for example), an **Opposed Check** is used.

This starts with both characters making an initiative check to see who goes first.

The initiative winner then makes a dice check using the relevant attribute or skill and the other player makes a responding check.

Unlike most other dice checks in **Distemper**, an **Opposed Check** relies purely on one side beating the score of the other. If there is no clear winner, the **Opposed Check** starts over.

Moments of Insight still apply, and a character who gets a **Moment of Low Insight** (a double one) will automatically lose (unless their opponent also gets a **Moment of Low Insight**) and anyone getting a **Moment of High Insight** will automatically win, unless their opponent gets the same dice roll, in which case **Initiative** is re-rolled.

SKILL LIST

Animal Handling [Sway] (INF)
Armorsmith* [Mechanic] (DEX)
Athletics [Innate] (PHY)
Barter [Sway] (ACU)
Demolitions* [Combat] (PHY)
Entertainment [Sway] (INF)
Farming [Knowledge] (ACU)
First Aid [Medicine] (RSN)
General Knowledge [Knowledge] (RSN)
Hunting [Innate] (PHY)
Inspiration [Sway] (INF)
Intimidation [Sway] (INF)
Lock-Picking* [Criminal] (ACU)
Manipulation [Sway] (INF)
Melee Combat [Combat] (PHY)
Navigation [Innate] (ACU)
Pharmacology* [Medicine] (RSN)
Psychology* [Knowledge] (INF)
Ranged Combat [Combat] (DEX)
Research [Knowledge] (RSN)
Scavenging [Innate] (ACU)
Sleight of Hand [Criminal] (DEX)
Stealth [Criminal] (DEX)
Surgery* [Medicine] (RSN)
Survival* [Innate] (ACU)
Tactics* [Knowledge] (RSN)
Tinkerer [Mechanic] (DEX)
Unarmed Combat [Combat] (PHY)
Vehicle Repair* [Mechanic] (DEX)
Weaponsmith* [Mechanic] (DEX)

COMBAT ROUNDS

Combat Rounds last 6-10 seconds, and consist of 3 phases: **Initiative, Actions, Resolution.**

1. Initiative: At the beginning of each round, all participants make an Initiative check (**2d6+Init Mod**) to determine the order in which they act, going from the highest to the lowest score, with draws taking place simultaneously. Anyone who was neither attacked nor attacked someone else gets a +1 to their next Initiative roll.

2. Actions: Each combatant gets two Combat Actions per round and may take the same action twice or choose two different actions.

3. Resolution: Certain actions, weapons, or effects will be resolved in this phase after all characters have taken their actions and before the round is complete.

At the end of the **Resolution** phase, combat cycles to a new round and a fresh Initiative check.

COMBAT ATTACKS

Attack rolls, like all other checks, requires a score of 9 or above to be successful.

Attack rolls take the format:

2d6 + AMod
Physicality for Melee & Unarmed
Dexterity for Ranged
+ SMod
Melee Combat, Ranged Combat, Unarmed Combat, or Demolitions*
+ CMod as determined by the GM
- Target's Ranged or Melee Defensive Modifier

PANIC

If a character is reduced to half their original **Resilience Point** total then they must make a Successful, **Inspiration, Psychology*** or **Reason** check to retain their self-control or they have **Panicked**.

Players should roll 2d6 and check against the table below for the effect:

Roll   Effect

2:   Babbling: PC is nonsensical for 1d3 rounds
3:   Loose Grip: PC drops whatever are holding and must spend an action picking it up
4:   Twitchy: Unable to control their spasms, -2 CMod on all attacks for 1d3 rounds
5:   Rattled: Unable to focus properly, -2 on next Initiative Roll
6:   Frozen: Character loses both of their actions for 1d3 rounds
7:   Escape: Character disengages and spends 1d3 rounds trying to get out of combat
8:   Intimidated: Character receives a -2 CMod on attacks for the next 1d3 rounds
9:   Scream: Character spends the next 1d3 rounds screaming, oblivious to everything
10:   Tunnel vision: Character's can only focus the most immediate threat for 1d3 rounds
11:   Berserk: The character attacks the NPC closest to them
12:   Faints: Character falls to the ground unconscious for 1d3 rounds

INITIATIVE TRACKER

INITIATIVE is decided at the beginning of each combat round and sets the order in which participants in combat act, from highest to lowest.

An **INITIATIVE CHECK** is:
2d6   + Dexterity AMod
        + Acumen AMod
        + Perception SMod

Name	Mod	score	order

A form-fillable PDF version of this **INITIATIVE TRACKER** is available from www.distemperverse.com/resources

COMBAT ACTIONS

AIM: +2 CMod on the next attack against one target. The next action must be an Attack.

ATTACK: Make a Combat Roll

CHARGE: Uses both actions but lets a character make 2 moves and end in a Melee or Unarmed attack

COORDINATE: On a successful Tactics* check, this character can provide allies at Close range with a +2 CMod against a specific target

COVER FIRE: A Success inflicts a -2 CMod on the target's next action.

DEFEND: +2 to Defensive Modifiers

DICE CHECK: Any Attribute or Skill check

DISTRACT: A Successful Intimidation, Tactics* or Psychology* check causes the target to lose their next action

FIRE FROM COVER: Uses both actions to come out of cover, fire, and return to cover

GRAPPLING: An Opposed check to pin a target in place

INSPIRE: A Successful Inspiration check gives a target at close range an additional Combat Action

MOVE: Change Range bands

RAPID FIRE: Can make two shots per action, but the first incurs a -1 CMod and the second a -3 CMod. If used for both actions, it incurs -2 and -4 CMods

READY WEAPON: Prepares a weapon for use or clears a jammed weapon.

REPOSITION: Can move during the Resolution phase

SPRINT: Can cover 3 times the usual amount of ground. Requires an Athletics check or lose one of the Combat Actions in the next round

SUBDUE: Can attack and cause 50% of the usual Wound Point damage but 100% of Resilience Point damage

TAKE COVER: +2 Defensive Modifier against all incoming attacks during that round. on next attack

FIRST IMPRESSIONS

Characters meeting NPCs for the first time should see how they are being perceived by the NPC by making either an **Influence, Inspiration, Intimidation,** or **Tactics*** check and **Fill in the Gaps** as to the specifics of what they are doing.

If multiple characters encounter him at the same time, they should make a **Group First Impression check**.

GUT INSTINCTS

Characters can also see what their **Gut Instinct** about an NPC is by making a **Psychology*, Survival, Tactics*,** or **Acumen** check.

If they are successful, the GM should give the player some insight as to what their take is. If they fail, the GM may mislead them.

NEGOTIATIONS

Negotiations are broken into **Gambits & Rebuttals.**

A character or NPC states their offer or request by making an **Influence, Barter, Charm, Deception, Entertainment, Inspiration,** or **Intimidation** check, and Filling In the Gaps.

If the other side agrees to the request or demand, the **Negotiation** is over.

On a **Dire Failure**, the **Negotiation** immediately falls apart.

On a **Failure**, the other side gets a +1 CMod on their **Rebuttal**.

On a **Success**, there is a -1 CMod to any **Rebuttal**.

On a **Wild Success** there is a -3 CMod to any **Rebuttal**.

Once the other side has heard the opening **Gambit** out, they can offer their **Rebuttal** by making an **Acumen, Barter, Perception** or **Survival** check.

On a **Dire Failure** or **Failure**, there is no common ground but there is potential to have created an enormous amount of bad feeling.

On a **Success** or **Wild Success**, their counter is met favorably and a deal or agreement can be reached.

NPCs can attempt to **Negotiate** with characters and although the players always have agency over what they will accept or agree to, they will need to **Fill In the Gaps** about what they are thinking or saying if they decide not to hold to the terms of the **Negotiation**.

ITEM UPKEEP

Characters will need to regularly maintain their weapons & equipment to ensure they continue to work as intended.

After prolonged or careless use of an item, a character with at least 1 level in **Tinkerer, Weaponsmith*, Armorsmith*,** or **Vehicle Repair*** can make an **Upkeep Check**. On a **Failure**, the item drops a level of **Condition** (see page 29).

A BRIEF TIMELINE OF THE VIRUS

JANUARY 21ST

The BBC World Service runs the first news story about H724.

This recently identified virus is initially believed to be a mutation of the common flu and has infected an estimated 100 million people worldwide - more than Tuberculosis or HIV.

Further research reveals that the virus shares characteristics with canine distemper, which is usually only found in dogs.

Although H724 appears to be highly contagious, it also seems to be largely benign, with the most obvious symptom being a relentless cough.

People are reminded to practice good hygiene, to cover their mouths when coughing or sneezing, and to avoid contact with those who appear sick.

FEBRUARY 24TH

A British Reuters correspondent disappears shortly after breaking a story from within Chechnya, where multiple provinces are dealing with a highly contagious virus that the government seems to be struggling to control.

Multiple doctors who treated those affected with the virus were rounded up and arrested, and the correspondent reported that no one would even speculate why.

Chechen officials initially deny the story while simultaneously using the military to quarantine its three most heavily populated cities.

Within days of the correspondent going missing, the entire country is in lock down.

MARCH 2ND

Conspiracy theories catch the world over, like gasoline-soaked wildfires.

The virus had been created in a lab. This was a shadow cabal plot to depopulate the world. This was the rise of a new world order. Our Alien overlords were finally here.

This was The Rapture.

Regardless of its origin, it quickly becomes obvious that this widespread sickness has the potential to wreck the global economy.

MARCH 5TH

An elderly man in Chile with a relentless cough dies while in the middle of a hacking fit.

An autopsy confirms that in addition to multiple underlying comorbidities, he had all the symptoms of H724.

It was noted than in his last moments, he lunged for the medical staff in what they perceived as an aggressive and hostile manner, although he lacked the vitality to actually do anyone harm.

This was the first recorded death attributed to the Distemper and, for many, truly marked the beginning of the Dog Flu pandemic.

MARCH 9TH

With no explanation to the outside world, the Russian Federation closes all borders and restricts international and domestic travel.

It makes no difference. Elvis has already left the building and the virus is on the move.

MARCH 20TH

The World Health Organization announces that research indicates that H724 has a mortality rate in line with the seasonal flu.

They reiterate the need for good hygiene to prevent transmission.

MARCH 28TH

Based on startling new data, the World Health Organization announces that H724 has mutated and is now believed to be airborne.

The mortality rate is revised upward to a staggering 7% and H724-B is officially declared as a pandemic.

APRIL 2ND

Face masks become an increasingly common sight. Although there is no evidence that they help prevent transmission, there is also no evidence that they don't, and manufacturers worldwide step up production to meet demand.

Despite multiple pandemics in years past, the aggressively rapid and virulent spread of the Distemper still takes most governments by surprise. Their responses are uniformly slow, disorganized, and ineffective.

Many authorities try to play the sickness down as little more than a seasonal flu or even a political hoax, which further delays action.

APRIL 19TH

The spread of the virus intensifies and the infected die at an exponential rate.

Although nations are now forced to act, it isn't until almost a month after WHO declared a pandemic that all international commercial flights are suspended.

The International Monetary Fund reports that a global recession is inevitable, with multiple, vital supply chains already impacted.

This rapidly leads to hyper-inflation across the globe, which in turn causes civil unrest on a scale that had previously been unimaginable.

Widespread rioting and looting are rampant with authorities using increasing levels of force to maintain order.

The mass starvation only ever seen in poorer nations would soon hit every country on the planet.

APRIL 26TH

Despite the resources now being thrown at medical research from around the world, testing is still unreliable.

Asymptomatic carriers remain undetectable and only the sick test as being infected. This leads health care professionals to mistakenly clear people carrying the virus, enabling its unchecked spread.

MAY 3RD

With millions already dead worldwide and untold millions more infected, a coalition of scientists from 14 nations led by Dr. Alex Berglund, a renowned Swedish epidemiologist, begins researching the development of effective testing in hopes of slowing down the spread.

MAY 8TH

Data provided by a German research institute enables a breakthrough in the development of rapid testing capabilities and Berglund shares his cautious optimism at a press conference.

MAY 14TH

Within a week of beginning their research, Berglund's team advises WHO of a new mutation, H724-C, which they now believe to be zoonotic.

There are clear indicators that dogs can transmit H724-C to humans and the media quickly dub it the Dog Flu after reports of several infected patients' pets exhibiting similar symptoms.

Berglund's team note that the dogs become wildly aggressive at the end, often attacking (and thereby transmitting) the disease to their owners and vets.

MAY 21ST

Further testing shows pigeons might also be carriers of the virus, and multiple countries began culls of both animals.

Many nations mandate their citizens voluntarily surrender all dogs for forced euthanasia.

It doesn't go well for either side.

MAY 28TH

As additional data becomes available, the mortality rate of H724-C is again revised upwards, this time to an bewildering 19%.

JUNE 5TH

Panic sets in worldwide as people begin to question how much their governments and leaders are actually able to do to protect them in the face of no known containment method, let alone a vaccine.

It slowly starts to sink in for many that while their government can tax them, when they really need help, it can't protect them.

This leads to a season of worldwide riots that cause levels of destruction through civil unrest that burn down whole nations.

There is nothing left to loot by this point and people turn their anger to destroying public buildings.

JUNE 14TH

Stories emerge of the mass extermination of dogs and pigeons and various other animals around the world.

Various EU member states secretly start culling herds of livestock for reasons unknown. Most countries have closed their borders in a futile attempt to slow the spread of the infection.

JUNE 28TH

Unable to cope with so many dead bodies, multiple countries dumb the bodies into mass graves that are visible from space.

Eventually there's no one left to bury or even move the dead and corpses line the streets the world over.

JULY 14TH

With reliable rapid testing kits now in production, South Korea conducts mandatory, nationwide screening.

The infected (along with any one even suspected of having been exposed) are moved into "survival camps."

South Korea is quickly followed by many other countries, and survival camps appear around the globe.

JULY 22ND

Another wave of riots swell throughout Europe and North America as hordes of scared and starving people are pitted against each other in a desperate struggle to stay alive.

With so few active police, many governments call in what remains of the military to quell disturbances.

With no one to clean up, the corpses are left where they fall, spreading disease.

H724
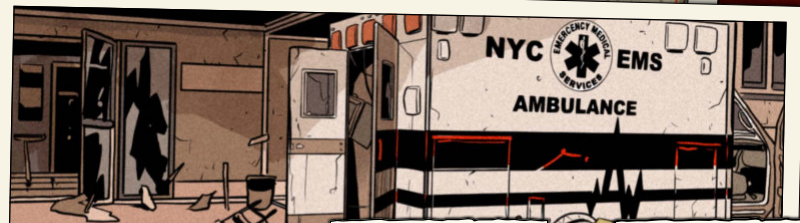
JULY 24TH

The fabric of society worldwide continues to inexorably unravel as summer progresses and the Distemper kills more people than the Spanish Flu.

JULY 29TH

Eventually there's no one left to bury or even move the dead and they begin to line the streets.

China begins what it calls "Central Corpse Disposal."

The fires can be reportedly seen from Taiwan.

AUGUST 2ND

The US is quickly followed into Martial Law by most of the EU, Canada, and Australia.

Governments the world over use what limited forces they have left in a vain attempt to retain order.

AUGUST 6TH

Protests had long ago given way to riots and with diminishing manpower, governments became unable to enforce Martial Law.

This, in turn, signals the end of any authorized rule in many countries, as there are no officially sanctioned forces still available for civil control.

AUGUST 27TH

A pair of nuclear explosion in Finland create a localized nuclear winter.

Although no one is ever sure precisely what caused it, the event appears to trigger total societal breakdown in neighboring Sweden and within days of losing its power-grid, the country is plunged into darkness.

Soon there are multiple, independent reports of widespread brutality and horror, in addition to unconfirmed reports of cannibalism.

This in turn drives further riots throughout Europe as terrified people demand desperate action from paralyzed governments who are hanging on by their fingertips.

AUGUST 30TH

News reports are a continual and horrific song of lament to this inexorably unfolding global catastrophe until eventually, little by little, station by station, country by country, the news reports stop.

SEPTEMBER 22ND

Normal life has ceased to exist anywhere.

Nationwide lock-downs and food shortages led to uncontrollable riots around the globe.

With no one left to police or provide order, many cities and provinces throughout the world become "No Go" areas for anyone but the locals.

Humanity begins a slow and painful descent back into aggressive tribalism.

OCTOBER 10TH

The rest of the world quickly follows Europe into abject chaos, as national and local governments fail across the planet.

DECEMBER 25TH

87% of the population of earth is gone and it is small consolation that anyone who was going to die is already dead.

Just over one billion people remain alive, scattered, cold, hungry, and scared.

Ho, Ho, Ho, Humanity.

JANUARY

Even though the threat of the virus seems to be passing and while coughs and runny noses can still get people shot, things are leveling out.

However, as wide-scale communications have long since broken down and with no functioning central government to protect and provide for them, it is left to whoever remains to rebuild.

People are on their own.

No one knows for sure what happened, the state of the world, or who is left.

All anyone knows with any certainty any more is that they have to eat and stay warm and will do whatever they need to do in order to make that happen.

All anyone has left to rely on by this point is themselves.

Humanity may have been saved but civilization certainly hasn't been.

JULY 28TH

With the death toll constantly rising, healthcare services are overwhelmed and begin to break down.

The virus is indiscriminate, and many healthcare workers succumb, leading to a worldwide shortage of anyone qualified to help.

JULY 30TH

The CDC convinces the US government to place Rhode Island, parts of California, and New York City under quarantine.

The bridges that connect Manhattan to the outside world are destroyed, cutting the residents off and leaving them to die.

The blow-back from these actions creates civil unrest on a never before seen scale.

The government responds by implementing Martial Law across the United States.

AUGUST 4TH

Berglund's research team are no closer to any kind of breakthrough.

The UK begins human experimentation to test a possible vaccine and although there is some condemnation, it is lukewarm and largely symbolic.

Within days, the UN, WHO, and the FDA remove all drug research safeguards.

AUGUST 4TH

Berglund's research team are no closer to any kind of breakthrough when the UK begins human experimentation to test a possible vaccine.

Although there is some condemnation, it is lukewarm and largely symbolic as the UN, W.H.O., and the FDA remove all drug research safeguards soon thereafter.

SEPTEMBER 9TH

Healthcare is nonexistent in most parts of the world. Corpse disposal has been replaced by ever-growing piles of burning corpses.

Cities begin to catch fire and there are no emergency services left to respond.

OCTOBER 6TH

Isolated in a facility in Belgium, Berglund's research team have introduced synthetic genes into H724 and believe they have line of sight to a vaccine.

However, it won't come fast enough to stop Europe from falling into anarchy as the last remaining governments topple in quick succession.

NOVEMBER 9TH

Barely 7 months after it began, the Dog Flu has wiped out more than 50% of humanity and what is left is frightened, hungry, and scattered.

Centralized services are no longer being provided and, one after another, things just stopped working.

All anyone has left to rely on by this point is themselves.