

# Fractured

A POST-APOCALYPTIC ROLE-PLAYING GAME



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## QUICKSTART RULEBOOK v0.54

**RAPID**  
Roleplaying Ruleset

# 0. A FRACTURED WORLD

It's hard to trust strangers these days. It's even harder to trust a well fed man.

Fractured is a role-playing game set less than a year since a virus (dubbed "the dog flu" by the media) wiped out 78% of humanity, throwing the survivors back to the population and technology levels of the 1800s. Polite society collapsed, and it took all the old rules with it. The weak are already dead and those that remain must be willing fight to protect what's theirs.

Good people remain. Various towns, villages and settlements have banded together for safety and begun to pool resources to try and rebuild some of what they had before. Small farming collectives are establishing themselves around the country as people return to a life without the internet or power tools. Trust has to be earned but there is a strong need for hardworking people who are looking for a sense of community.

And there is always a need for people who can fight, because the good are outnumbered by the bad.

Warlords have stepped into the power vacuum caused by the collapse of central authorities. They lead their raggedy armies, exerting territorial control and claiming sovereign right over anything they feel like.

People have always turned to Religion in hard times and the devastation caused by the virus has inspired the rise of multiple cults, each with their own flavor of fanatical followers willing to commit unthinkable atrocities in the name of their beliefs.

Roaming bands of raiders will happily take what someone else has if it keeps them alive and moving, and they are becoming more desperate as unspoiled gasoline becomes harder to find.

Perhaps scariest of all, there are even rumors that a semblance of the Government is back up and running in Washington and they are in possession of a vaccine and a plan to try and reestablish control.

And these are the just the more obvious threats. There are a multitude of crazy and dangerous people scattered around the country, some in the otherwise largely abandoned cities, others in remote locations, more still in roving packs, like human locust. All of which should be avoided, if survival is the goal.

The shortage of food has turned some to cannibalism but almost everyone who is still alive has been willing at one point or another to kill someone else to get their next meal.

And there is still the virus itself. Not content with almost 7 billion people during the first go around, asymptomatic carriers can still spread the virus and infect communities without even realizing what they have done. Masks are



more common than not, trust is in very short supply and a runny nose or sneeze can quickly get someone shot in the face.

There are no more rules, there are no more laws, and you must decide who you want to be in this ugly new world because at some point you are going to have to ask yourself: what am I prepared to do to survive?

Do you have skills valuable to the rebuilding of society, like a mechanic or scholar, or have you survived this long by being better at doing unto others before it's done unto you?

Will you help rebuild what we had before, or will you carve out your own empire by force?

Will you be hunters or shepherds? Or will someone make you their prey?

Spring is coming, food is running out and there is nowhere left to hide.

It's time to choose.

# 1. GETTING STARTED

## WHAT IS FRACTURED?

**H**ave you ever been watching a movie or TV show or reading a novel or comic-book and found yourself thinking: "I would have done something different, something better, something smarter than that?"

This is your opportunity to test that theory.

*Fractured* is a Role-Playing Game (RPG) which can be seen as a complex and rewarding game of make-believe, where one player becomes the referee (called the Game Moderator, or GM) and everyone else takes on the role of a survivor in the aftermath of a virus that has obliterated most of humanity. Together, the group takes part in an unfolding narrative the creation of an interactive and collaborative story as they forge their own path in this harsh and *Fractured* world, where each new day brings risks, threats, opportunities and terrors.

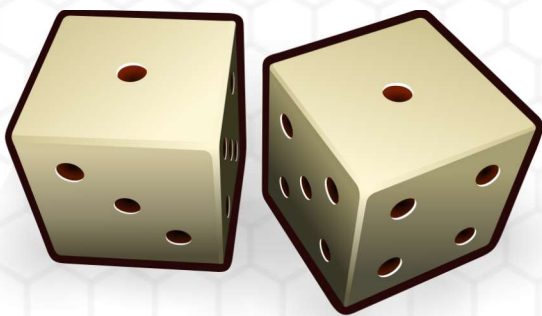
Alone – save for each other and a handful of dice – the group must decide how they are going to respond and react in order to survive and possibly even thrive.

Unlike many traditional games, there are no winners or losers in *Fractured* as it unfolds cooperatively between the players and the GM as they collectively define the challenges and outcomes in order to tell a story that is exciting, enjoyable, fulfilling and memorable.

With the exception of several 6-sided dice, this QuickStart provides everything a group needs to get started, covering character creation, how to use and interpret dice checks, and how to take part in combat. As a companion to this book, there is a QuickStart adventure called "Chased" which will guide a new GM and group through several encounters that will teach them, on the fly how to play and moderate the game, as well as providing plot hooks to build a larger campaign from.

The complete core rulebook and other resources are available at [xerosumgames.com](http://xerosumgames.com).

So, grab some friends, scraps of paper, a handful of dice and prepare to tell some Collaborative Stories in a dark, dangerous world where every move may be your last..



## THE WORLD AROUND YOU

**T**he default setting for *Fractured* is one year after the apex of the outbreak, where a little more than 1 billion people remain alive. The threat of the virus is still very real but has begun to fade in the face of more immediate threats and priorities, like food, shelter and safety.

Although people are no longer be dying in droves from the virus, those who weren't stricken down by the sickness, or killed in the rioting, and who hadn't starved in the famines that followed, or gotten themselves murdered over scraps of food are now faced with figuring out their ongoing survival.

Some elements of society are attempting to knit themselves back together whilst others seem equally intent on pulling at the fringes. Many cities have devolved into anarchic and chaotic hell-holes whilst others strive to shine as sanctuaries and beacons of hope, even though no one is quite sure who to trust anymore.

*Fractured* is intended to be on the more gritty and realistic end of the RPG spectrum, requiring you, the player, to track your ammo and food in a world where anything of value is increasingly scarce. There are no zombies, no mutants, no sorcery and no fantastic creatures in *Fractured*. There are no aliens, no vampires, lasers or magic healing potions. There is just the gnawing cold, constant hunger and, most terrifying of all, other humans to contend with.

Everything you knew has changed and people are doing ugly things to survive. You will be constantly faced with ethical choices that test your morality and have long-term impacts on gameplay. After all, when starvation is a very real prospect, people are forced to reevaluate priorities.

For each instance of people working together to fulfill the basic needs of food and protection, there is someone, somewhere, plotting to take it away from them. Rule of Law has been replaced with the Rule of the Gun. If you have something of value, you need to be prepared to fight to keep it and if someone else has something that you want, then you have some interesting choices to make.

Before stating play, the group should also discuss what kind of duration they are expecting – is this going to be a one-shot adventure with a defined beginning and end, played out during a single session or maybe two, or is this the start of an open-ended, sandbox campaign that will take place over months or possibly even years?

Similarly, the group should discuss if the players are looking for a violent, combat heavy story of pillaging and conquest or are they interested in role-playing as a member of a community trying to rebuild what they can of society against stacked odds? Once these questions have been answered, the players and GM should discuss the types of characters that they will be playing, the skills they will collectively bring, and where they are going to start the game.

**Note:** Many of the rules and concepts in this booklet are expanded on and covered in greater depth in the *Fractured* Core Rulebook, available at [www.xerosumgames.com](http://www.xerosumgames.com).

## 2. HOW DO YOU PLAY?

### THE CORE MECHANIC: DICE CHECKS

When required by the narrative, various actions, uses of skills, and combat attacks may require a dice check - the rolling of two six-sided dice (written as **2d6**) - and if the combined total from all dice is **8** or above, then the attempt was a *Success*.

Higher and lower scores bring additional positive or negative outcomes, as detailed on **Table 1: Outcomes**.

TABLE 1: OUTCOMES	
1-2	Catastrophic Fail
3-8	Fail
9-12	Success
13-14	Advantageous Success
15+	Wild Success

A *Catastrophic Fail* means that in addition to being unsuccessful at the given task or combat check, something else goes wrong (the character's gun jams, for example).

An *Advantageous Success* means that in addition to being successful at the task or combat check, something else works in that character's favor (Such as an enemy's gun jamming).

A *Wild Success* means that in addition to the benefits of an *Advantageous Success*, the character also receives a *Wild Dice* that can be used to affect future dice checks (see *Wild Dice* on the following page).

Outside of combat, if a player gets a failure on a dice check, they cannot make the same check again unless something has changed significantly. And so, a player getting a *Failure* when trying to pick a lock wouldn't be able to try again unless he was using different tools.

**Note:** Due to the heroic nature of the players, dice rolls should be reserved for checks that have a dramatic or narrative impact on the story. If there is no tension or drama or clear outcome associated with a roll, the situation should be narrated instead.

### ROLL MODIFIERS

Dice checks can have up to 3 different Modifiers that are added to the result of the 2d6 roll - Abilities, Skills and Conditions. Each has a range of -3 to +6 and are expressed in the format:

**2d6**

+ AMod

+ SMod

+ CMod

### TERMS & DICE CONVENTIONS

A single, six-side dice is referred to as **d6**. Multiple dice are referred to as **2d6** or **3d6**.

**1d3** means to roll a **d6** and divide the result in half, resulting in a score of 1-3.

The dice that are rolled are called a **dice pool** and when rolled, the player is making a **dice check**. The totals from all the dice in the pool are added together for a final score and compared to **Table 1: Outcomes** to see if the check was successful.

### ABILITY MODIFIER (AMOD):

Each character has five physical & mental attributes (Reason, Acumen, Physicality, Influence and Dexterity) that are collectively known as the RAPID Range. These define how adept the character is at certain actions or tasks, such as Dexterity being used to hop over a wall. Higher or lower scores will positively or negatively affect a check.

### SKILL MODIFIER (SMOD):

Familiarity or training with specific skills may positively impact a dice roll. These Modifiers are cumulative in addition to AMods, so someone with a Dexterity of 4 (and a corresponding +1 AMod) and Ranged Weapons 2 (a +2 SMod) gets a final dice check of 2d6 +1 +2.

**Note:** A lack of familiarity doesn't stop a PC from attempting most skill checks, although in doing so they will incur a -1 CMod as they are considered Inept in that area.

However, there are a number of skills that are complex enough to require extensive professional training (such as *Surgery\**) or they automatically incur a -3 SMod. There are denoted with a \* when written, such as *Demolitions\**.

### CONDITIONAL MODIFIER (CMOD):

Environmental, circumstantial or karmic influences can affect dice checks and are applied at the discretion of the GM or at the request of a player (see *Making The Case* on the next page).

Examples could range from -2 CMod for the rain making a wall harder to scale to a +3 CMod for having a height advantage when shooting at an unaware enemy from behind.

CMods can chain for a cumulative effect, meaning a character might get a +1 CMod from a specific weapon

effect in addition to a +2 CMod from their opponent being dazed after a previous attack, and the player might even make a case for using the darkness to the advantage for an additional +1 CMod. Whilst this would be expressed as:

**2d6**

+ AMod  
+ SMod  
+1 CMod  
+2 CMod  
+1 CMod

in order to keep gameplay simple, GM's should try and summarize all CMods as one number. In the example given, this would be:

**2d6**

+AMod  
+SMod  
+4 CMod

## OPPOSED CHECKS

There are occasions when a PC or NPC might be required to make an *Opposing Check* to quantify their response to another character's actions, such as when two characters engage in an arm-wrestling contest. In the event of a tie, both characters should roll again until there is a clear victor.

For example, a horse chase wherein a player is trying to lose an NPC tail would require both characters to make a Riding check using any Physicality modifier to see if the player is able to shake the tail. The chase continues until there is a clear victor.



## MAKING THE CASE

Conditional Modifiers (CMods) are a wild card that allow various factors to influence a dice check and are limited only by the group's imagination. Players can make suggestions to enhance the narrative and GM's are encouraged to work these ideas into gameplay, assuming they are congruent within the narrative and make good sense.

For example, a player may *Make The Case* that because their character grew up in East Texas that their native accent would encourage locals to listen to them and the GM decides this is worth a +1 CMod to any Influence-based checks.

A GM always has the final say in whether a CMod should be added.

## WILD DICE

Each player starts the game with 1 *Wild Dice* and receives an additional *Wild Dice* each time they get a *Wild Success* on a dice check. The exact application of a *Wild Dice* is between the player and GM, but common uses are:

- Adding an additional dice to the pool prior to making a check, for a 3d6 dice pool
- Substituting *Wild Dice* for one or both of the original dice rolls for fresh dice that are then rolled into the pool. Once a dice has been replaced in this way, it cannot be altered again.
- Traded in prior to a dice roll for a +3 CMod
- Used to 'bend reality' by allowing a player to find an unexpected clue or have a missing piece of required equipment (such as a rope to scale a wall) or get informed of a guard's routine by a drinking buddy.
- If a character is killed, the entire group may surrender all their *Wild Dice* to prevent this death. This assumes that all players have at least one *Wild Dice*. If even one player does not have a *Wild Dice* available or does not agree to play the dice, the character still dies.

Once used, *Wild Dice* are immediately surrendered back to the GM, but unspent dice carry over from session to session and should be recorded on the character sheet.

Although *Wild 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 player.

**Chain Reactions:** If a player uses a *Wild Dice* and they get a *Wild Success* as a result, this causes a *Chain Reaction* and the player receives two *Wild Dice* to add to their pool. They can choose to play immediately, or bank them for later and add it to their pool. There is no limit to the number of *Wild Dice* that can be earned as part of a *Chain Reaction*.



# SHEET OVERVIEW

Male

165 lbs

SPECIALIZATIONS

NO TRACKING

0000000000

0000000000

0000000000



## BACKGROUND & NOTES

christened Terry LaRue, Pesky was given his nickname before he could  
raised on the east side of Chicago, Pesky lived with his crack-addicted  
and younger brother, Elias. At an early age he got as good at hiding the  
truth as he was at shop-lifting food.

pped out of high-school at 14 and spent the next few years hustling to  
ough food for him and his family. A local thief – Fat Fingered Frankie –  
lking to the young boy and helped him up his skills as a petty thief.  
rew, Pesky found he had a way with the ladies who loved his 'bad boy  
to be good' smirk almost as much as their boyfriends hated it and  
in Pesky was able to avoid being sucked into a gang, he never made it  
eing a petty criminal who had multiple run-ins with the law. After the  
of his mom, he felt increasingly responsible for his younger brother.

Then the virus came.

ll feels Betrayed by Marty Kaczynski, who he had partnered with early  
tried to get out of Illinois and head south. Kaczynski had beaten him  
e he slept and stole his horse and supplies, leaving Pesky for dead.

doesn't know if Kaczynski is still alive or not, he just knows that he still  
dreams of what he'll do once he catches up to him.

RESILIENCE	DM-MELEE	DM-RANGED	WILD
7	1	1	
ENCUM.	MORALITY	CDP	
7	3		

Weapons	Ammo	Enc	Notes

Armor		
Name	Enc	DM
Rations		
Name	# Of Days	

## NAME, PROFESSION/PARADIGM AND BACKGROUND FLAVOR

The PCs name and Professions or Paradigm, as well as various details that have no actual impact on gameplay but help provide some definition and background, such as the character's Gender, Height, Weight, and Age.

You should record various details here that have no impact on gameplay but help you as a player develop your character. Are they perpetually grumpy? Are they searching for friends and family? Do they have a habit of shuffling a deck of cards as they look for a game?

## SKILL SPECIALTIES

Some Skills – *Entertainer\**, *Mechanic\** and *Scholar\** – have specializations available at Level 2 which bring an additional SMods if they are doing something within their field of specialty. For example, someone with Entertainer 2 who takes the specialization of Musician would get a +3 SMod whenever they are making a check that involves an instrument. These Specializations should be noted in this space for ease of reference during gameplay.

## SECONDARY STATS

Secondary Statistics are derived from the RAPID Range attributes and some skills, and either have a direct bearing on combat (Wound & Resilience Points, Initiative, and both Defensive Modifiers), denote how much weight the character can carry (Encumbrance), or have some other effect on gameplay (Morality and Wild Dice). These are all detailed during the Character Creation stage.

Morality starts for all characters at 3 and can change over time depending on the actions a character takes (see the *Fractured Core Rulebook* for more details).

Similarly, each character starts with 1 *Wild Dice* and 0 *Character Development Points* (CDP) and these will be earned or awarded and then spent at various points during the game and the character's evolution.

## WEAPONS, EQUIPMENT & ARMOR

The players should write down the Weapons, Equipment or Armor that their characters have and make a note of any special qualities. This is also where the players should track ammunition and rations. If it isn't written on their sheet, the character doesn't have it.

## 4. CHARACTER CREATION

A character acts as a player's eyes, mouth, feet, and hands within the game world. It is what gives them agency and is the mechanism by which they interact with other players, non-player characters (NPCs), and the world around them.

Although in game terms they are little more than a collection of statistics and mechanics – how strong they are, or how well they can fire a weapon – a character is most importantly defined by the voice that a player gives to them, and it is vital each player has a clear understanding of who their character is, if they are to determine how they will act and react to various situations within the gameworld.

There are two methods provided for character creation, and it is up to each player which method they choose, although this may depend on how much time a player has to prepare. For those wanting to define each element of their character and see them evolve step-by-step, players should go through the Backstory Generation process. Other players wishing to just jump-in and get started – when replacing a dead character on the fly, for example – might want to simply pick a Paradigm and add a name (or even choose a fully Pregenerated character instead) and just start playing.

Both methods work, the important thing is that the player feels a connection to their character and an understanding of how they will act.

### BACKSTORY GENERATION:

As generating statistics and translating them to a fleshed-out character ready to take part in a collaborative story can be a journey in and of itself, players are guided through the various steps of the *Backstory Generation* process as they build their character to help provide context and depth to the numbers and stats.

The *Backstory Generation* process acts as an accompaniment to simply buying skills and evolving attributes by simultaneously giving their character a history and defining their life before the virus. By the end of the process, characters will have a brief backstory that encompasses various elements of their lives, such as where and how they grew up and who may have influenced them along the way. This provides a cohesive framework that explains who they were before the virus took everything away and how they react and respond in the here and now to any given situation.

During the character creation stage – and in the later game, as characters evolve and grow – players get to spend Character Development Points (CDP) to increasing their in-game abilities and skills, thereby allowing a player to create a custom character that matches their unique vision.

Should it prove useful, there is a Backstory Generation worksheet available at [xerosumgames.com/fractured](http://xerosumgames.com/fractured) for players to make notes as they go through this process and track the output.

### PARADIGMS & PREGENS:

For those wishing to just get into the thick of the action, there are various Paradigms laid out on page 14, each fitting a trope or stereotype and comes predefined with attributes and a skill set to match the concept. A player simply needs to give them a name, define their attitude to the world and get started.

For those who have even less time, there are multiple

Pregenerated characters included with each adventure and sourcebook, all coming with Motivations and a semi-complete Backstory that gives a good jumping off point while still allowing for customization.

Two pregenerated characters – Pesky LaRue & Morgan Lieu – is provided on page 21, with additional pregenerated characters being available at [xerosumgames.com](http://xerosumgames.com)



## BACKSTORY GENERATION:

1. Who Are They?
2. Where Did they Grow up?
3. What Did They learn Along The Way?
4. How Did They Make a Living?
5. What Made Them Tick?
6. What Are They Hiding?
7. Why Do They Act That Way?
8. Calculate Secondary Stats
9. Add Additional Flavor
10. Equipment and Weapons



### 1. WHO ARE THEY?

Each player gets to their character concept in a different way and, for some, this may be the very first decision they make - who are they going to be in this Fractured world.

For others, the concept for their character may come about during the Backstory generation, building like bricks with each choice until the player has a clear picture of who it is that they are playing.

But no matter if it comes at the beginning or end of the process, players should write down a one or two

sentence summary to help keep them "in character" as they play. This summary may be something they share with the group or something they keep to themselves, but a deep understanding of their characters' concept will help inform their decisions when trying to decide how they would react to a given situation or role-playing as that character. A concept can be as simple or as complex as a player likes.

Do they plan on being a shepherd or are they hunters?

Are they a leader trying to rally people behind an idea or are they someone just trying to stay alive?

Does this character have the medical training that will keep the sick and wounded alive or are they just extremely good at doing to others before it is done to them?

Are they a dark and malevolent soul in search of a kingdom or a slower, wise, older woman who still wants to see the good in everyone?

All characters start with a RAPID Range of 33333

### 2. WHERE DID THEY GROW UP?

Although the details of each characters' "Formative Years" will be different, this period is generally considered to be the first 10-15 years of their life, where many of their attitudes and outlooks on life will be set. A player should put some thought into how and where they were raised, and what impact that had on the person that they are:

Were they raised on a farm, developing a strong Physicality and understanding of the natural world, or were they raised by academically focused parents where Reason was valued above all else? Were they a street urchin, stealing to stay alive and relying on their Acumen and Dexterity to not get caught, or were they raised in a circus where their Influence, Charm and ability to Entertain what kept the family fed?

To reflect what the character learned during their early life, a player gets 2 CDP to add to their RAPID Range attributes during the Formative Years stage. They may choose to put both points into a single attribute or split the points between two different attributes.

They also get 3 CDP to spend on any of the following skills:

Athletics, Charm, Crafting, Deception, Dodge, Entertainment, Fast Talking, General Knowledge,

## CDP & SKILLS

Each CDP spent on a skill during character creation raises that skill by one level and each level brings a +1 Skill Modifier (SMod) to any dice checks. Therefore, a player putting 2 CDP into Ranged Weapons gets a +2 SMod any time they make a skill check involving a gun.

Hunting, Intimidation, Mechanics, Navigation, Perception, Ranged Weapons, Scavenging, Seduction, Sleight of Hand, Stealth, Unarmed Combat

Players should make a note of where and how their character was raised and summarize any defining events that may have shaped them during their Formative Years in no more than 1-2 sentences.

***Although born Percy LaRue, Pesky was given his nickname since before he could walk. Raised on the east side of Chicago, Pesky lived with his crack-addicted mother and younger brother, Elias. At an early age he got as good at hiding the truth as he was at shop-lifting food.***

Pesky puts 1 CDP into both Acumen and Physicality, and 1 point each into Athletics, Deception and Sleight-of-Hand.

### 3. WHAT THEY LEARNED ALONG THE WAY

No matter if it was from books, receiving an apprenticeship, a clandestine mentorship or on the hard streets, experiences during the Education stage of their life allows a character to spend 1 CDP on increasing a RAPID Range attribute and 1 CDP on any of the following skills:

Crafting, Dodge, Entertainment, Fast Talking, First Aid, General Knowledge, Investigation, Mechanics, Merchant, Navigation, Perception, Scavenging, Scholar, Unarmed Combat

Make a note of how and where your character got their



## HOBBLING CHARACTER STATS

At any point during Backstory Generation, a player may reduce any of their RAPID Range attribute down to 2 (Weak) and that Character Development Point can be redistributed either to another RAPID Range attribute or to a skill.

The player and GM must agree on a rationale or reason or backstory that justifies why it makes sense for this character to be below average in some regard. Generally speaking, if this matches the character concept, GMs should allow it, although players should be aware of any consequences that being below average might bring.

For Example: A player may decide to create a character who is the wise, older matriarch of a settlement who uses her instincts rather than her reflexes to stay alive. The player may believe that both a lower Dexterity and Physicality could be offset by a higher Reason and Acumen from years of observant behavior. As this matches the character's backstory laid out in Session Xero, the GM would allow two points of the RAPID Range to be redistributed accordingly, likely during the Personal Development phase of Backstory.

Education, summarizing in 1-2 sentences any specific lessons they learned or people that may have influence, hindered or mentored them during this period.

***Pesky dropped out of high-school at 14 and spent the next few years hustling to make enough food for him and his family. A local thief - Fat Fingered Frankie - took a liking to the young boy and helped him up his skills as a petty thief.***

Pesky puts a CDP into Dexterity to reflect the number of times he needed to make a quick getaway and spends a CDP to take a level in the skill Perception..

### 4. HOW DID THEY MAKE MONEY?

At this stage, a character should pick a Base Profession to help define how they made money before the virus. The Base Professions list is on the next page, along with various vocational skills that are assigned to them. If a player wishes and the GM agrees, they may simply pick 4 skills if there is no profession listed that they wish to play. However, a player gets there, they must still provide an explanation as to how and why they learned these things.

At this stage, a player receives 1 CDP that they can spend on any RAPID Range attribute and 4 CDP to spend on any of the skills associated with their chosen Base Profession:

Artisan, Driver, Entertainer, Entrepreneur, Law

Enforcement, Mechanic, Medic, Outlaw, Politician, Scholar, Solider, Trader

Make a note of what it was that they did to make money before the virus and summarize in 1-2 sentences any defining events or interactions they may have had during this time in their life, particularly as it comes to helping define their choice of skills and overarching character.

***Although Pesky was able to avoid being sucked into a gang, he never made it beyond being a petty criminal who had multiple run-ins with the law. After the death of his mom, he felt increasingly responsible for his younger brother.***

Pesky puts the CDP for his attribute into Acumen, and, having chosen Outlaw as his Base Profession, he spends 4 CDP on Stealth, Intimidation, Lock-Picking and puts a second point into Deception, raising it to Level 2.

## 5. WHAT MADE THEM TICK?

This “personal growth” stage is when a player can add some final additional depth to their character by rounding out their skills and RAPID Range. They get 1 more CDP to apply to any RAPID Range attribute and 2 final CDP to spend on any of the skills listed below to reflect their passions, interests, and hobbies – the things that really made them tick as a person.

Athletics, Barter, Charm, Crafting, Deception, Dodge, Driving, Entertainment, First Aid, Fast Talking, Gambling, General Knowledge, Hunting, Inspiration, Interrogation, Intimidation, Investigation, Mechanics\*, Melee Weapons, Merchant, Navigation, Perception, Ranged Weapons, Scavenging, Scholar, Seduction, Sleight of Hand, Soldiering, Stealth, Streetwise, Unarmed Combat

Make a note in 1-2 sentences of what was it that made your character who they were before the pandemic - what did they do for fun? What were their hobbies?

***As he grew, Pesky found he had a way with the ladies who loved his ‘bad boy trying to be good’ shtick almost as much as their boyfriends hated it.***

He puts his final attribute CDP towards Influence and spends his final 2 skill CDPs into Charm and Gambling.

After these steps, Pesky LaRue has gone from a RAPID Range of 33333 and no skills to a RAPID Range of 35444 with the following Skills:

Deception 2, Athletics 1, Charm 1, Gambling 1, Intimidation 1, Lock-Picking 1, Perception 1, Sleight-of-Hand 1, Stealth 1

## 6. WHAT ARE THEY HIDING?

Characters had lives before coming together that they may not have shared with one another yet, and ***Background Complications*** helps capture and detail



potential baggage in a way that provides yet another to help flesh out a PC's background, in addition to providing a placeholder for future plot developments.

Each character can choose one of the following Background Complications or, if they prefer, they may roll 2d6 and weave the resulting Complication into their Backstory.

Criminal Past, Outstanding Debt, Family Obligation, On The Run, Dark Secret, Personal Enemy, Betrayed, Addiction, Daredevil, Famous, [Other Obligation]

Players should spend a minute detailing their Background Complication. What is the dark secret they are hiding from others in the group? What is the obligation that is holding them back or driving them? Who are the NPCs that are involved?

There is no need to share this with anyone else in the group except for the GM, just have at least a vague idea in your own mind as to what happened, and make sure you jot down any relevant NPC names that may come up again.

***Pesky still feels Betrayed by Marty Kaczynski, who he had partnered with early on as he tried to get out of Illinois and head south. Marty had beaten him while he slept and stole his horse and supplies, leaving Pesky for dead. Pesky doesn't know if Marty is still alive or not, he just knows that he still dreams of what he'll do once he catches up to him"***



## 7. WHY DO THEY ACT LIKE THEY DO?

A character's **Motivation** is a one- or two-word summary of what drives them and will give players a good indicator of how they will interpret actions or react to various situations. The **Motivations** are deliberately vague and high-level, allowing each player to match that their character and their backstory.

Each character can choose one of the following **Motivations** or, if they prefer, they may roll 2d6 and weave the resulting **Motivation** into their **Backstory**.

*Rediscover, Reunite, Protect, Take Advantage, Find Safety, Rebuild, Stay Alive, Make Amends, Accumulate, Preach, Hedonism*

Players should spend a minute thinking through their character's Motivation. Does Protect tie into their Background Complication, or do they just have a protective nature? What are they looking to Rediscover? If their motivation is to Stay Alive, will they put themselves at risk for others?

***After Marty left him for dead, Pesky's self-preservation instinct is now constantly in overdrive and he has one single imperative driving him – no matter what it takes or who you have to throw in front of a bullet, Stay Alive!***

## 8. SECONDARY STATS

A player's Secondary Stats are derived from their RAPID Range attributes and some skills. Some of them related to how much damage a character can sustain before dying, others have a direct influence on the character's combat ability, and others have a more tangential effect on the game.

- **Wound Points (WP)** determine how much damage a character can take before they are Killed. Each character starts with 10 WP + Physicality modifier + Dexterity modifier.
- **Resilience Points (RP)** are a measure of how much damage it takes to Incapacitate a character. Each character starts with 6 + Physicality modifier.
- **Defensive Modifiers (DM)** affect not only the chance for a character to be hit but can also mitigate damage before affecting their WP/RP.
- A character's **Defensive Modifier: Melee** is their Physicality modifier and their **Defensive Modifier: Ranged** is their Dexterity modifier.
- **Initiative (Init)** determines the order a participant takes in combat. It is a 2d6 roll, adding any Acumen or AMods, plus any Perception SMod. The initiative box should reflect their final roll in the format: 2d6+2
- **Encumbrance (ENC)** is how much weight a character can carry before becoming Encumbered and needing to stop or drop something. Each character starts with an Encumbrance value of 4, plus their Physicality modifier.
- **Morality** is a measure of how true a character is acting to their own ethical compass. Each character starts with a Morality value of 3, which can be affected over time. See the Fractured Core Rulebook for more details.
- **Character Development Points (CDP)** are awarded at the end of gameplay sessions and allow characters to grow and evolve over time. Each character starts with 0, and gets awarded CDP over time by the GM.

## 9. FINAL FLAVOR

As you have gone through the various stages of character creations, hopefully noting down interesting facts along the way, you should have a good idea who your character is.

Now transpose these sentences onto your character sheet along with any additional pertinent details that may help you role-play as that character. This might be, such as distinguishing features or characteristics they have, or personality quirks.

Do they have gallows humors and laugh at even the

darkest of moments, or are they the brooding, silent type? Are they still coming to terms with the loss of everything they knew previously, or have they fully leaned into this new, dangerous world?

If, as a player, you are ever at a loss as to how to react to a situation or how to role-play, this paragraph you have created should give you guide points and markers.

## 10. WEAPONS & EQUIPMENT

Each character gets to pick a Primary and Secondary weapon from the list on page X, and starts with 1d6 of ammunition per weapon.

Each character also gets a survival kit and enough rations for 3 days and, in addition, may pick one "miscellaneous item" that provides no combat value but may otherwise be useful, such as a flashlight or lighter or map of the area.

Make a note of everything you have with you on your character sheet. If you don't have it written on your sheet, you don't have it in game.



## THE BALLAD OF PESKY LARUE

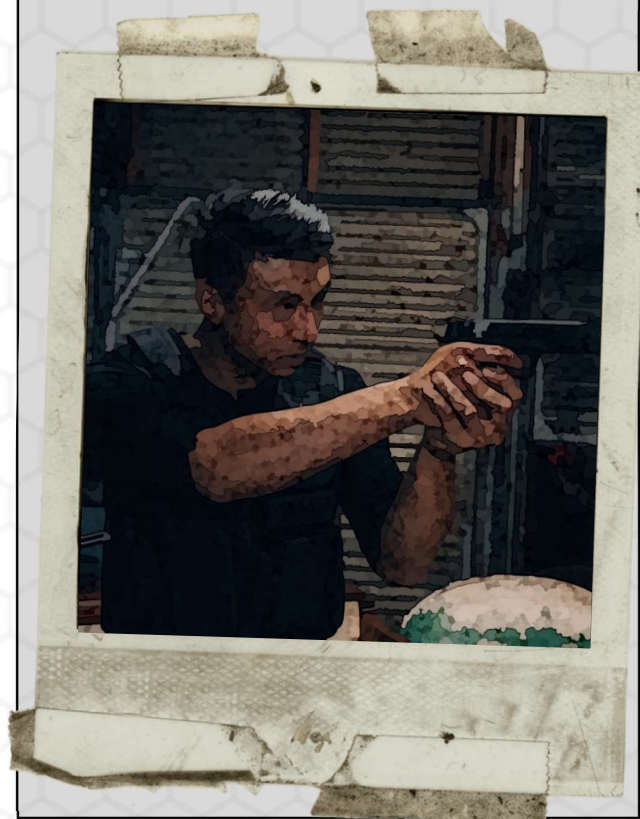
*Although christened Percy LaRue, Pesky was given his nickname before he could walk. Raised on the east side of Chicago, Pesky lived with his crack-addicted mother and younger brother, Elias. At an early age he got as good at hiding the truth as he was at shop-lifting food.*

*Pesky dropped out of high school at 14 and spent the next few years hustling to make enough food for him and his family. A local thief – Fat Fingered Frankie – took a liking to the young boy and helped him up his skills as a petty thief.*

*As he grew, Pesky found he had a way with the ladies who loved his 'bad boy trying to be good' shtick almost as much as their boyfriends hated it and although Pesky was able to avoid being sucked into a gang, he never made it beyond being a petty criminal who had multiple run-ins with the law. After the death of his mom, he felt increasingly responsible for his younger brother. Then the virus came.*

*Pesky still feels Betrayed by Marty Kaczynski, who he had partnered with early on as he tried to get out of Illinois and head south. Kaczynski had beaten him while he slept and stole his horse and supplies, leaving Pesky for dead. Pesky doesn't know if Kaczynski is still alive or not, he just knows that he still dreams of what he'll do once he catches up to him.*

*After Marty left him for dead, Pesky's self-preservation instinct is now constantly in overdrive and he has one single imperative driving him – no matter what it takes or who you have to throw in front of a bullet: Stay Alive!*



# 5. SKILLS, PROFESSIONS & PARADIGMS

## SKILLS

Skills denote training or aptitude at performing certain tasks, like firing a weapon or scaling a wall. Skills range from *Level 1: Basic Knowledge* (which receives a +1 Skill Modifier, or SMod), through to *Level 6: Life's Work* (which has a +6 SMod). Although starting characters are initially capped at *Level 3: Proficient* (a +3 SMod), Levels 4-6 can potentially be achieved over time as part of the character's *Evolution*.

Characters without *Basic Knowledge* in a Skill can still attempt a check but receive a -1 SMod to reflect their ineptitude. Certain skills (such as *Surgery\**) are Profession-based or require very specific training, and any attempt to use one of those skills without training incurs an automatic -3 SMod. These skills are denoted by a \* when written.

## PROFESSIONS

As part of Backstory Generation a player picks a Profession and assigns 4 Character Development Points (CDP) to the associated Vocational Skills, as denoted on the list below.

If there is no profession listed that they wish to play and the GM agrees, a player may simply pick 4 skills, just so long as they can provide a justification for how they got that training.

**Artisan:** Barter, Crafting, Perception, Merchant, Scavenging

**Driver:** Dodge, Driving, Mechanics\*, Navigation, Lock-Picking\*

**Entrepreneur:** Barter, Charm, Entertainment, Merchant, Scavenging

**Law Enforcement:** Ranged Weapons, Interrogation, Investigation, Intimidation, Unarmed Combat

**Mechanic:** Barter, Crafting, Driving, Mechanics\*, Scavenging

**Medic:** Charm, Perception, First Aid\*, Scholar\*, Surgery\*

**Military:** Athletics, Demolitions\*, Ranged Weapons, Heavy Weapons\*, Soldiering

**Outlaw:** Charm, Lock-Picking\*, Stealth, Intimidation, Unarmed Combat

**Politician:** Charm, Inspiration, Fast Talking, Scholar\*, Perception

**Scholar:** Perception, General Knowledge, Inspiration, Investigation, Scholar\*

## PREGENS

Pregenerated Characters, - Pregens - are designed to give a player everything they need to get started immediately and come defined with attributes, skills, a backstory and even a name. These are designed for players wishing to jump straight in with little more preparation required than reading the character sheet.

Each Fractured adventure and sourcebook will have new pregenerated characters included and are all available for download at [xerosumgames.com](http://xerosumgames.com).

## PARADIGMS

Paradigms are an alternative to Backstory Generation and are designed to get players into the action with a minimum of effort by providing a rounded characters that fit a specific trope or role within a team, with their RAPID Range attributes and skills predefined and tailored. Paradigms are more than a Profession and can be seen as how the character may describe their life, prior to the virus.

Details for each Paradigm are laid out below, including their RAPID Range, skills and Secondary Stats, but a player will want to take some time defining key elements of their personality, such as their name, age, Background Complication and Motivation, so that they have a good sense of who their character is and how they will act.

Beat Cop, Biker, Family Medicine Doctor, Farmer, Field Medic, Hot-Rod Mechanic, Mayor, Mercenary, Petty Criminal, Rural Sheriff, Small Business Owner, Spook, and Trucker.

### Beat Cop 34445

WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7

**Background Complication:** Daredevil

**Motivation:** Protect

Driving 2, Ranged Weapons 2, Athletics 1, First Aid 1, Intimidation 1, Investigation 1, *Security Systems\** 1, Unarmed Combat 1

*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight*

### BIKER 34445

WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7

**Background Complication:** Daredevil

**Motivation:** Protect

Driving 2, Ranged Weapons 2, Athletics 1, First Aid 1, Intimidation 1, Investigation 1, *Security Systems\** 1, Unarmed Combat 1

*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight*

### FAMILY MEDICINE DOCTOR 34445

WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7

**Background Complication:** Daredevil

**Motivation:** Protect

Driving 2, Ranged Weapons 2, Athletics 1, First Aid 1, Intimidation 1, Investigation 1, *Security Systems\** 1, Unarmed Combat 1

*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight*

**FARMER 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***PETTY CRIMINAL****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***FIELD MEDIC 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***RURAL SHERIFF 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***HOT-ROD MECHANIC 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***SMALL BUSINESS OWNER****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***MAYOR 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***SPOOK 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***MERCENARY 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight***TRUCKER 34445****WP 13 RP 7 DMM 1 DMR 2 Init 5 ENC 7****Background Complication:** Daredevil  
**Motivation:** ProtectDriving 2, Ranged Weapons 2, Athletics 1, First Aid 1,  
Intimidation 1, Investigation 1, *Security Systems\** 1,  
Unarmed Combat 1*Light Pistol [6] 4+1d6, Baton 4+1d6, Flashlight*

SKILL NAME	ATTRIBUTE	DESCRIPTION
Animal Handling	Influence	Someone who understands both the science and the art behind training animals, from teaching a dog basic tricks to breaking in a stubborn Colt. Also used for skill checks when riding a horse.
Athletics	Physicality	Being able to arrange deals and trades, appraise goods and haggle to the most favorable outcome
Barter	Influence	Being able to arrange deals and trades, appraise goods and haggle to the most favorable outcome
Charm	Influence	The ability to win others over and have them think highly of the character as well as get them to do what you want, often because you have made them think that they want to do it
Deception	Reason	Knowing how to weave enough truth into a lie to convince someone of something untrue
Demolitions*	Physicality	The art of blowing things up, from Molotov cocktails to the precision use of military grade compounds
Dodge	Dexterity	Lightening reflexes and the ability to be where an attack is not, Dodge adds to DMR & DMM
Driving	Dexterity	The ability to drive it like you stole it while reducing the chances of wrecking. Knowing how to treat a car to minimize the damage done to it, as well as performing basic maintenance tasks.
Entertainment	Influence	Skills to keep people entertained. Specialties: Dancing, Magic, Ventriloquism, Storytelling, Funny Guy
First Aid*	Reason	Enough medical knowledge to stabilize and heal a wounded patient and care for most minor and moderate ailments and injuries
Gambling	Acumen	More than just a good working understanding of most games of chance, this skill allows some to play to win, legitimately or not
General Knowledge	Reason	Someone who knows a lot about a lot and can recall minute facts that are useful in the moment
Heavy Weapons*	Dexterity	Training in the use of larger weapons such as RPGs, flamethrowers or, and anti-tank weapons
Hunting	Physicality	Being able to track prey and both lay and avoid traps
Inspiration	Influence	Being able to motivate groups and individuals towards a collective goal
Intimidation	Influence	Knowing how to create and apply psychologically pressure to get a specific outcome or have someone bend to your will
Investigation	Acumen	Investigative and deductive techniques and how to identify and follow-up on leads and clues
Lock-Picking*	Reason	Knowledge of the most common (and many uncommon) security systems and how to bypass them
Mechanics*	Reason	A knack for both fixing things as well as upgrading or rigging of equipment and vehicles Crafter of quality goods. Specialties: Weapons Armor, Vehicles, Generalist
Melee Weapons	Physicality	A melee weapon is like an extension of the body. This skill increases both accuracy and damage
Navigation	Acumen	Being able to successfully plot and chart courses with an uncanny sense of direction, with or without tools
Perception	Acumen	A strong instinct combined with observant behavior allows for picking up non-verbal queues and noticing details others miss
Ranged Weapons	Dexterity	Proficiency with all ranged weapons, from bows to pistols to shotguns to sniper rifles, each Level in Firearms gives a +1 SMod and adds 1 to the damage
Scavenging	Acumen	Knowing where to look for items and how to evaluate the condition of a scavenged item
Scholar	Reason	The absorption and retention of knowledge Specialties: Farming, History, Herbalism, Psychology, Research, Reverse Engineering, Toxicology
Sleight of Hand	Dexterity	From a simple card trick to being able to hide something in plain site to picking a pocket
Soldiering	Physicality	Training, discipline and focused willpower that allows someone to ignore pain and hardships in furtherance of the mission
Stealth	Dexterity	Knowing how to move to and stick to the shadows to avoid being detected
Streetwise	Acumen	Instinctively understanding bad people with bad intent and knowing how to navigate dangerous situations Good at finding black markets where they exist
Surgery*	Reason	An understanding of anatomy and how and where to cut to save a patient
Survival	Acumen	Knowing how to survive in a hostile environment and well as live off the land.
Unarmed Combat	Physicality	From pugilism to martial arts, Unarmed Combat can ultimately be as deadly as most weapons

# 6. COMBAT

## COMBAT ROUNDS

Combat takes place in Rounds lasting 3-6 seconds with each Round being broken up into three phases: *Initiative*, *Actions* and *Resolution*

**1. Initiative:** Initiative decides the order in which combat unfolds and when each combatant acts. All participants make the following roll for Initiative each Round:

### 2d6

- + Dexterity AMod
- + Acumen AMod
- + Perception SMod
- + any CMods that are applied by the GM

The order of action follows the dice results from high to low. In a tie, PC's always beat NPC's and if multiple characters tie then the PC with the highest combined Dexterity and Acumen AMod's wins.

If there is still no winner, or if the players want to coordinate, attacks by those characters are considered simultaneous.

A player may also choose to defer one or both of their actions until any point later in the round, if they want the opportunity to wait and react as the situation unfolds.

**2. Actions:** Each combatant gets 2 Actions per each Round and can choose from *Aim*, *Attack*, *Cover Fire*, *Defend*, *Ready Weapon*, *Move*, *Reposition*, *Take Cover* (described in greater detail on the following page).

A character can choose to take two different actions or the same action twice. However, taking the same action twice incurs a -2 CMod on the second usage.

For example, a PC can Aim for the first action and Attack with their second, or they might decide to simply Attack twice, incurring a -2 CMod on the second attack.

As mentioned above, a player may choose to defer one or both actions until later in the round, and so a character may Aim on their first action but wait to see how other players actions are resolved before using their section action later in the round to Attack.

**3. Resolution:** Once all combatants have taken both of their *Actions*, dealt or received damage and after any deferred or delayed actions or attacks take place (such as a grenade exploding, gas kicking in, or a character repositioning) the Round is considered Resolved. The the next Round then begins, starting with a new Initiative Roll.

In the second and subsequent rounds, any PC who wasn't attacked and who didn't attack anyone else in the previous Round may add +1 to their next Initiative Roll.

## ATTACK ROLLS

An Attack Roll is a combat-related skill check and a player must score 9 or above to hit. Attack Rolls are calculated as follows:

### 2d6

- + Physicality AMod for Melee attacks
- + Dexterity AMod for Ranged attacks
- + SMod from the relevant combat skills:

Demolitions\*

Heavy Weapons\*

Melee Attack

Ranged Attack

Unarmed Combat

- + CMods as applied by the GM, or via players **Making**

### The Case

- + Weapon Modifiers, if noted on the character sheet
- DMM / DMR of opposing character

**Note:** On a *Wild Success*, any Attack Roll is considered instantly fatal.

## DAMAGE

Damage is weapon specific and has both a consistent and a random value. So, for example a Rifle does 5+1d6 Wound Points (WP), for a range of 6 to 11 WP.

Each attack also inflicts half the WP as RP (Resilience Point) damage, rounded down. This means that a successful Light Pistol attack doing 5 WP damage also does 2 RP damage. Certain weapons - such as clubs - may do the same amount of RP damage as WP damage, as a character is more likely to be bludgeoned into an Incapacitated state than killed outright.

For any character fighting with just their fists, damage is calculated as follows:

### 1d3

- + Physicality AMod
- + Unarmed Combat SMod

And so, a character with a Physicality of 4 and Unarmed Combat of 1 would do 1d3 + 1 + 1 damage.

See page X for a list of weapons and their damage output.

## INCAPACITATION

A character reaching 0 Resilience Points (RP) becomes *Incapacitated* for 1d6 Rounds - Physicality Modifier, with a minimum of one round. They take no more WP or RP unless they are specifically targeted.

Upon regaining consciousness, they recover 1 RP each Round that they are not in combat, up to half of their maximum.

A PC recovers all RP with a good night's sleep.

## DEATH:

A character reaching 0 WP is *Mortally Wounded* and they have 4 Rounds + Physicality Modifier until they bleed out and are *Killed*. A character with the *Surgery\** or *First Aid\** skill, or a character who gets a *Wild Success* on a Reason Check can stabilize a *Mortally Wounded* patient.

Wound Points heal naturally at a rate of 1 WP per day of rest.

**Note:** Combat in *Fractured* is unforgiving and the only way to prevent an unexpected character death is if the group can agree to surrender all of their *Wild Dice* to the GM, assuming that each player has at least one *Wild Dice*. If that happens, the character is *Mortally Wounded* and not *Killed*.

## SUBSISTENCE DAMAGE:

PCs need to eat and drink at regular intervals in order to stay healthy. A character can go one day without eating or drinking with no adverse impact but on the second and subsequent days of not eating, they take Subsistence damage at the rate of 1 WP and 1 RP per day.

If they drop to 0 RP, they become too weak to move and become Incapacitated. At 0 WP, they are Killed.

Assuming the players find a food source such as tinned goods, plants, fruit, vegetables, game, fowl, or fish, then they start to heal at a rate of 1 WP and 1 RP per day until they are at full health again.

Players that have become *Incapacitated* through *Subsistence Damage* will need to be tended to and fed by another character until they heal enough to look after themselves.

## CALLED SHOTS

Players with levels in *Ranged Weapons*, *Melee Weapons* or *Unarmed Combat* can attempt a Called Shot by picking a specific part of an opponent's body (such as their head or limb) or an object (the gun an opponent is carrying).

Players must state they are taking a Called Shot before making the check as well as what they are trying to achieve. They must get an Advantageous or Wild Success to connect, otherwise the attack misses completely.

If the attack connects then it is up to the player a GM to decide what happens - a successful *Called Shot* to the knee with a baton might cripple a pursuer or a *Called Shot* with a pistol might remotely detonate a container of gasoline.

## GETTING THE DROP

When the tension is rising between a group of characters and combat feels inevitable, one member of group may choose to act first, thereby *Getting the Drop* on everyone else. In game-terms, this amounts to the character taking one action before anyone else rolls for Initiative. This could involve the character readying a weapon, moving to position, or sucker-punching an opponent.

Only one combatant can *Get the Drop* and if multiple characters wish to attempt it then, as with initiative, it is the character with the highest combined Dexterity and Acumen Modifiers who wins. If there is a tie and no clear winner, no one gets the drop.

It is also possible that the GM may decide that an NPC is going to try and *Get The Drop* on the players. If both the player and GM announce that they are planning on making this move, whichever character has the highest combined Dexterity and Acumen Modifiers wins.

Note: A player who Gets The Drop automatically incurs a -3 CMod on their next Initiative Roll.

## MELEE, UNARMED AND RANGED COMBAT

In terms of game mechanics, there is very little difference between Melee, Unarmed and Ranged Combat - dice rolls and damage modifiers all remain the same and all remain potentially lethal and many of the most notable differences are in the details.

- Melee Weapons often do less damage than a ranged weapon and require close proximity but will never run out of ammunition.
- Ranged weapons can be the most lethal but some weapons have certain range restrictions (such as a sniper's rifle) and require finite ammo in a world running short.
- Unarmed attacks require no weapon and no ammunition, but fists do the lowest amount damage. Training in martial arts or pugilism can mitigate that.

When attempting to use a ranged weapon against a character who is fighting with someone else at Engaged range and either Melee Weapons or Unarmed Combat, the character gets an automatic -3 CMod to their ranged attack for the additional complexity. If they miss their original target, then they must make another Ranged Combat attack with a +3 CMod to avoid hitting the second combatant.

## ACTIONS

**Aim:** Whether a very literal "looking down the barrel" or an analysis of an opponent's fighting style to find a weakness, taking this as an action gives a +2 CMod to the character's next attack. An Aim action can carry

across to the next round but must be immediately followed by an Attack.

**Attack:** No matter if it's by fist, club, gun, or rocket-launcher, any form of Attack by a character uses this action.

**Cover Fire:** Characters can lay down Cover Fire to try and pin their enemies down and provide cover for an ally. Using this action allows the character to make an Attack Check against each enemy they are trying to suppress, with a Success meaning those characters suffer a -3 CMod to their next action.

**Defend:** Often the wise move is to simply defend, whether this is by parrying a blow, attempting to dodge a shot or using the environment to their advantage. Someone choosing to Defend adds +2 to their Defensive Modifier (DM) for the next incoming attack.

**Ready Weapon:** Unless they have their weapon in their hands, characters must spend a Ready Weapon Action drawing or priming their weapon for use.

Some weapons are single-shot use whilst others may have an almost infinite charge but most sit somewhere in-between and a weapon needing to be reloaded will require a character to use an action to Ready their weapon.

Additionally, some weapons may be inherently temperamental while others may malfunction due to a Catastrophic Failure and a character may find themselves needing to use this Action to clear a jam or having a pull an axe free from a door.

A weapon that needs to be Readied cannot be used to Attack in the same Combat Round.

**Move:** Players may move to change range bands.

**Reposition:** Sometimes a battle can be won by getting the higher ground or by flanking the enemy and a character allows the character to use their Action to Reposition in preparation for the next attack.

**Note:** Unlike most other Actions, any Repositioning is deferred until the very end of the Combat Round, and the character moves during the Resolution phase. In effect, the character has managed to set themselves up for the next round.

**Take Cover:** More than ducking, Taking Cover means that there is something that the character can hide behind or otherwise use as a makeshift shield to deflect an incoming attack and gives a +3 DM for all attacks that take place during that round.

## RANGE

Range is an important factor to be taken into consideration during combat and it is handled in an abstract manner. Rather than absolute distances, each character's position to another is relative and determined by range bands. The range bands are:

Engaged (1), Close (2), Medium (3), Long (4) and Distant (5).

Each range band has a value in parentheses and to move between bands takes the Round's value, plus those of each band that came before it. This means that it takes 1 round to move from Engaged to Close, 5 rounds to go from Engaged to Medium and 15 rounds to go from Engaged to Distant.

**Engaged:** Close enough to wrestle, Engaged combat gives a +1 CMod to Melee attacks and a -1 to Ranged attacks.

**Close:** If you can talk to them then combat is at Close range. Melee combat can only take place at Close range with a weapon that has an Extended Melee Attack (such as a Spear) and suffers a -1 CMod penalty. This is the ideal range for Pistols, although any type of Firearm gets a +1 Range CMod to an attack.

**Medium:** Far enough away that a pistol shot would be wasted without taking aim but close enough that a machine gun can still cover a room, Medium range gives no Modifiers to any attack and is perfect for carbines or a bow.

**Long:** Too far for an accurate pistol shot but perfect for Rifles, being at long range gives a -5 CMod to any pistol shot but a +1 to a Rifle shot.

**Distant:** Far enough away that characters will not be able to hear each other without radio equipment and may not even be able to see one another clearly. Only someone with a high degree of Firearms skill and appropriate equipment can strike from this range.

## ARMOR

Armor not only makes it harder for an attack to hit but also lessens the amount of damage that gets through.

Each piece of armor has a Defensive Modifier (DM) that is applied to any attack attempts, reducing the likelihood that it will connect. If an attack does land, the damage is reduced by the same Defensive Modifier.

Armor DM's are cumulative and stack, so a character wearing Riot Gear (-2 DM) and bearing a Riot Shield (-2 DM) gets a cumulative -4.

TABLE 7: ARMOR

Name	Rarity	Enc	DM
Riot Gear	Uncommon	2	-2
Leather	Common	1	-1
Chainmail	Uncommon	2	-2
Riot Shield	Uncommon	1	-2
Metal Helmet	Uncommon	1	-1
Tactical	Uncommon	1	-2
Shield	Common	1	-1

# 7. WEAPONS & KIT

Each character also gets to pick a Primary and Secondary weapon from the list below and starts with 1d6 of ammunition per weapon. Each character also gets a survival kit and enough rations for 3 days and, in addition, may pick one "miscellaneous item" that provides no combat value but may otherwise be useful, such as a flashlight or lighter.

Make a note of all this on your character sheet. If you don't have it written on your sheet, you don't have it in game.

**Table 4: Melee Weapons**

Name	Type	Range	WP	RP	Rarity	Enc	Notes
Axe	Melee	Close	7 + 1d6	50%	Common	2	Requires PHY of 4 to use or -3 CMod
Baseball Bat	Melee	Close	4 + 1d6	100%	Common	1	
Baton	Melee	Engaged	5 + 1d6	100%	Uncommon	1	
Club	Melee	Engaged	5 + 1d6	100%	Common	2	Requires PHY of 4 to use or -3 CMod
Hatchet	Melee	Engaged	5 + 1d6	50%	Common	1	
Hunting Knife	Melee	Engaged	2 + 1d6	50%	Common	0	Requires DEX of 4 to use or -2 CMod
Knife	Melee	Engaged	2 + 1d3	50%	Common	0	
Sledgehammer	Melee	Engaged	8 + 1d6	100%	Uncommon	2	Requires PHY of 5 to use or -3 CMod
Spear	Melee	Close	5 + 1d6	50%	Common	2	Requires PHY of 4 to use or -3 CMod
Makeshift Club	Melee	Close	3 + 1d6	100%	Common	1	
Sword	Melee	Engaged	2 + 2d6	50%	Common	1	
2-handed Sword	Melee	Close	2 + 3d6	50%	Uncommon	2	Requires PHY of 5 to use or -3 CMod
Unarmed Combat	Melee	Engaged	1d3	100%	Common	0	1d3 + Physicality AMod + Unarmed Combat SMod

**Table 5: Ranged Weapons**

Name	Type	Range	WP	RP	Rarity	Ammo	Ammo Enc	Notes
Bow	Ranged	Medium	4 + 1d6	50%	Common	Common	25 1	Bow & Arrows can be crafted
Carbine	Ranged	Medium	6 + 1d6	50%	Uncommon	Uncommon	30 1	Hits grouped targets at Close Range
Compound Bow	Ranged	Long	2 + 1d6	50%	Uncommon	Common	20 2	
Crossbow	Ranged	Medium	4 + 1d6	50%	Uncommon	Common	25 2	Bolts can be recovered and reused
Heavy Pistol	Ranged	Close	5 + 1d6	50%	Uncommon	Uncommon	9 1	
Hunting Rifle	Ranged	Long	7 + 1d6	50%	Common	Common	10 2	Can equip a scope for a +1 CMod
Light Pistol	Ranged	Close	3 + 1d6	50%	Common	Common	6 1	
Automatic Rifle	Ranged	Long	10 + 1d6	50%	Uncommon	Uncommon	30 2	Hits grouped targets at Close Range
Shotgun	Ranged	Close	10 + 1d6	50%	Common	Common	5 2	Hits grouped targets at Close Range
Sawed-off Shotgun	Ranged	Engaged	10 + 1d6	50%	Uncommon	Common	2 2	+3 Damage at Engaged Range
Sniper's Rifle	Ranged	Far	10 + 2d6	50%	Uncommon	Uncommon	5 2	Scope gives a +3 CMod at Far Range

**Table 6: Special Weapons**

Name	Type	Range	WP	RP	Rarity	Ammo	Ammo Enc	Notes
Flame-Thrower	Special	Close	4 + 2d6	100%	Uncommon	Uncommon	1 2	Burning Damage: 1 WP for 3 rounds
Grenade	Explosive	Close	1 + 1d6	100%	Uncommon	Uncommon	1 0	Full damage at Engaged, 50% at Close
Molotov Cocktail	Special	Close	1 + 1d6	100%	Common	Common	1 0	A failure detonates immediately
Mortar	Explosive	Far	6 + 1d6	100%	Uncommon	Uncommon	1 2	Full damage at Engaged, 50% at Close
Rocket Launcher	Explosive	Far	3 + 3d6	100%	Uncommon	Uncommon	1 3	Full damage at Engaged, 50% at Close

**Table 8: Misc Equipment**

Name	Rarity	Enc	Special Qualities
Binoculars	Common	1	+1 Perception Check
Radio	Common	0	Allows characters to communicate up to a range of 20 miles
Medical Pack	Uncommon	1	Heals 3+1d6 over a 24 hour period
Doctor's Kit	Uncommon	1	Heals 5+1d6 over a 24 hour period
Toolkit	Common	1	+1 <i>Mechanics</i> * check
Professional Toolkit	Uncommon	1	+2 <i>Mechanics</i> * check
Survival Kit	Common	1	Tent, Sleeping Bag, 3 days of rations
Survivalists Pack	Uncommon	2	Waterproof Tent, Sleeping Bag, Fire-starting Kit, 7 days of rations
Instant camera	Uncommon	1	Produces instant pictures, 6 charges. Each charge gives +1 Charm when used on people in the picture

**NAME:** \_\_\_\_\_ **GENDER:** \_\_\_\_\_

**PROFESSION/PARADIGM:** \_\_\_\_\_

**AGE:** \_\_\_\_\_ **HEIGHT:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_

**REASON**

Mod

DECEPTION \_\_\_\_\_  
 FIRST AID \_\_\_\_\_  
 GEN. KNOWLEDGE \_\_\_\_\_  
 LOCK-PICKING\* \_\_\_\_\_  
 MECHANICS\* \_\_\_\_\_  
 SCHOLAR \_\_\_\_\_  
 SURGERY \_\_\_\_\_

**ACUMEN**

Mod

GAMBLING \_\_\_\_\_  
 INVESTIGATION \_\_\_\_\_  
 NAVIGATION \_\_\_\_\_  
 PERCEPTION \_\_\_\_\_  
 SCAVENGING \_\_\_\_\_  
 STREETWISE \_\_\_\_\_  
 SURVIVAL \_\_\_\_\_

**PHYSICALITY**

Mod

ATHLETICS \_\_\_\_\_  
 DEMOLITIONS\* \_\_\_\_\_  
 HUNTING \_\_\_\_\_  
 MELEE WEAPONS \_\_\_\_\_  
 SOLDIERING \_\_\_\_\_  
 UNARMED COMBAT \_\_\_\_\_

**INFLUENCE**

Mod

ANIMAL HANDLING \_\_\_\_\_  
 BARTER \_\_\_\_\_  
 CHARM \_\_\_\_\_  
 ENTERTAINMENT \_\_\_\_\_  
 INSPIRATION \_\_\_\_\_  
 INTIMIDATION \_\_\_\_\_

**DEXTERITY**

Mod

DODGE \_\_\_\_\_  
 DRIVING \_\_\_\_\_  
 HEAVY WEAPONS\* \_\_\_\_\_  
 RANGED WEAPONS\* \_\_\_\_\_  
 SLEIGHT OF HAND \_\_\_\_\_  
 STEALTH \_\_\_\_\_

**SPECIALIZATIONS**

**AMMO TRACKING**

**WEAPON 1** 0000000000

**WEAPON 2** 0000000000

**WEAPON 3** 0000000000

**BACKSTORY**

**BACKGROUND COMPLICATION:**

**MOTIVATION:**

**WOUNDS**

**RESILIENCE**

**DM-MELEE**

**DM-RANGED**

**WILD**

0000000000

**INIT**

**ENCUM.**

**MORALITY**

**CDP**

**Weapons**

Name	Type	Range	WP	RP	Ammo	Ammo	Enc	Notes

**Equipment**

Name	Enc	Special Qualities

**Armor**

Name	Enc	DM

**Rations**

Name	# Of Days

**NAME:** Percy "Pesky" LaRue **GENDER:** Male  
**PROFESSION/PARADIGM:** Petty Thief  
**AGE:** 34 **HEIGHT:** 5'10" **WEIGHT:** 166 lbs

### REASON

3  
Mod 0

DECEPTION +2  
 FIRST AID  
 GEN. KNOWLEDGE  
 LOCK-PICKING\* +1  
 MECHANICS\*  
 SCHOLAR  
 SURGERY

### ACUMEN

5  
Mod +2

GAMBLING +1  
 INVESTIGATION  
 NAVIGATION  
 PERCEPTION +1  
 SCAVENGING  
 STREETWISE  
 SURVIVAL

### PHYSICALITY

4  
Mod +1

ATHLETICS +1  
 DEMOLITIONS\*  
 HUNTING  
 MELEE WEAPONS  
 SOLDIERING  
 UNARMED COMBAT

### INFLUENCE

4  
Mod +1

ANIMAL HANDLING  
 BARTER  
 CHARM +1  
 ENTERTAINMENT  
 INSPIRATION  
 INTIMIDATION +1

### DEXTERITY

4  
Mod +1

DODGE  
 DRIVING  
 HEAVY WEAPONS\*  
 RANGED WEAPONS  
 SLEIGHT OF HAND +1  
 STEALTH +1

### SPECIALIZATIONS

### AMMO TRACKING

WEAPON 1 0000000000

WEAPON 2 0000000000

WEAPON 3 0000000000



### BACKSTORY

Although christened Percy LaRue, Pesky was given his nickname before he could walk. Raised on the east side of Chicago, Pesky lived with his crack-addicted mother and younger brother, Elias. At an early age he got as good at hiding the truth as he was at shop-lifting food. Pesky dropped out of high school at 14 and spent the next few years hustling to make enough food for him and his family. A local thief - Fat Fingered Frankie - took a liking to the young boy and helped him up his skills as a petty thief.

As he grew, Pesky found he had a way with the ladies who loved his 'bad boy trying to be good' shtick almost as much as their boyfriends hated it and although Pesky was able to avoid being sucked into a gang, he never made it beyond being a petty criminal who had multiple run-ins with the law. After the death of his mom, he felt increasingly responsible for his younger brother. Then the virus came.

Pesky still feels Betrayed by Marty Kaczynski, who he had partnered with early on as he tried to get out of Illinois and head south. Kaczynski had beaten him while he slept and stole his horse and supplies, leaving Pesky for dead. Pesky doesn't know if Kaczynski is still alive or not, he just knows that he still dreams of what he'll do once he catches up to him.

After Marty left him for dead, Pesky's self-preservation instinct is now constantly in overdrive and he has one single imperative driving him - no matter what it takes or who you have to throw in front of a bullet: Stay Alive!

**BACKGROUND COMPLICATION:** Betrayed **MOTIVATION:** Stay Alive

### WOUNDS

12

### RESILIENCE

7

### DM-MELEE

1

### DM-RANGED

1

### WILD

~~0~~

### INIT

2d6+5

### ENCUM.

7

### MORALITY

3

### COP

### WOUNDS

### Weapons

Name	Type	Range	WP	RP	Ammo	Ammo	Enc	Notes

### Equipment

Name	Enc	Special Qualities

### Armor

Name	Enc	DM

### Rations

Name	# Of Days

NAME: Megan Tsuis GENDER: Female  
PROFESSION/PARADIGM: Vet Tech  
AGE: 31 HEIGHT: 5'4" WEIGHT: 128 lbs



### REASON

6  
Mod  
+3

DECEPTION  
FIRST AID +2  
GEN. KNOWLEDGE +1  
LOCK-PICKING\*  
MECHANICS\*  
SCHOLAR +1  
SURGERY +1

### SPECIALIZATIONS

Toxicology

### AMMO TRACKING

WEAPON 1 0000000000

WEAPON 2 0000000000

WEAPON 3 0000000000

### ACUMEN

4  
Mod  
+1

GAMBLING  
INVESTIGATION  
NAVIGATION  
PERCEPTION  
SCAVENGING +1  
STREETWISE +1  
SURVIVAL

### PHYSICALITY

3  
Mod  
0

ATHLETICS  
DEMOLITIONS\*  
HUNTING  
MELEE WEAPONS  
SOLDIERING  
UNARMED COMBAT

### INFLUENCE

4  
Mod  
+1

ANIMAL HANDLING +2  
BARTER  
CHARM  
ENTERTAINMENT  
INSPIRATION +1  
INTIMIDATION

### DEXTERITY

3  
Mod  
0

DODGE  
DRIVING  
HEAVY WEAPONS\*  
RANGED WEAPONS  
SLEIGHT OF HAND  
STEALTH

### BACKSTORY

BACKGROUND COMPLICATION:

MOTIVATION:

### WOUNDS

10

### RESILIENCE

6

### DM-MELEE

0

### DM-RANGED

0

### WILD

~~0~~  
0  
0  
0  
0  
0  
0

### INIT

2d6+1

### ENCUM.

6

### MORALITY

3

### CDP

### Weapons

Name	Type	Range	WP	RP	Ammo	Ammo	Enc	Notes

### Equipment

Name	Enc	Special Qualities

### Armor

Name	Enc	DM

### Rations

Name	# Of Days

**THE WORLD AS WE KNOW IT IS OVER.  
A VIRUS CAME OUT OF NOWHERE AND  
WIPE OUT 87% OF HUMANITY.  
WHAT'S LEFT ISN'T NICE.**

After is a post-apocalyptic Role-Playing game set a year after an extinction-level virus has thrown society back to the population and technology levels of the 1900s. Players will face nothing but tough choices and must ask themselves what they are prepared to do to survive in this dark new world.

Will you try and rebuild society or are you going to be a warlord raider who does unto others before it is done unto you? Will you become a scavenger, always moving and always looting or will you forge trade-routes across the new US landscape?

Time to pick a name, choose what you did in the world before, grab whatever you can carry and decide who you are going to be now that everything is gone.

**THIS CORE RULEBOOK CONTAINS EVERYTHING A  
GM AND GROUP OF PLAYERS NEED TO RUN A  
CAMPAIGN SET IN THIS FRACTURED WORLD...**

# QUICKSTART RULEBOOK

**RAPID**  
Roleplaying Ruleset

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