

HORROR

A ROLEPLAYING GAME,

HORROR • 1

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A ROLEPLAYING GAME,

Core Rulebook



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1527 Ashley Cir
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Writing in Design by Dave Hamrick
Proofing by John Web
Additional Assistance by Robert Carnicom

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TABLE OF CONTENTS

| | |
|----------------------------------------|----|
| Chapter 1. Introduction | 4 |
| The Basics..... | 4 |
| Key Features..... | 5 |
| Tools of the Game..... | 6 |
| Playing Safely | 6 |
| Game Modes..... | 6 |
| Key Themes | 7 |
| Measuring Time..... | 7 |
| Chapter 2. Character Creation | 8 |
| Archetype..... | 8 |
| Attributes | 9 |
| Stress | 9 |
| Health..... | 9 |
| Skills..... | 9 |
| Specialties..... | 10 |
| Personality Traits | 10 |
| Gear..... | 11 |
| Experience..... | 12 |
| Archetype: Ambitious Scientist..... | 13 |
| Archetype: Brave Adventurer | 14 |
| Archetype: Brawny Protector | 15 |
| Archetype: Cynical Survivor | 16 |
| Archetype: Devoted Caretaker | 17 |
| Archetype: Enigmatic Artist | 18 |
| Archetype: Fearless Youth | 19 |
| Archetype: Seasoned Detective | 20 |
| Chapter 3. Skills and Specialties..... | 21 |
| Roll the Dice | 21 |
| Pushing Your Roll | 22 |
| Only One Chance..... | 22 |
| Modifiers..... | 23 |
| Help From Others | 24 |
| Opposed Rolls | 24 |
| The Skills | 25 |
| Specialties..... | 27 |

TABLE OF CONTENTS [CONT'D]

| | |
|------------------------------------|----|
| Chapter 4. Combat and Damage | 30 |
| Maps & Zones | 30 |
| Rounds & Initiative | 31 |
| Slow & Fast Actions | 32 |
| Movement..... | 33 |
| Close Combat | 34 |
| Ranged Combat..... | 35 |
| Weapons..... | 38 |
| Damage & Stress | 39 |
| Broken..... | 40 |
| Critical Injuries..... | 40 |
| Other Hazards | 42 |
| Mounts | 44 |
| Vehicles | 45 |
| Chases | 47 |
| Chapter 5. Travel..... | 52 |
| Travel Maps | 52 |
| Tasks..... | 53 |
| Marching..... | 54 |
| Keeping Watch..... | 56 |
| Foraging..... | 56 |
| Hunting..... | 56 |
| Making Camp..... | 57 |
| Cooking..... | 58 |
| Resting..... | 58 |
| Sleeping..... | 58 |
| Exploring..... | 58 |
| Water Travel | 58 |
| Index | 61 |
| Free Tabletop License | 62 |
| Character Sheet..... | 63 |

1. INTRODUCTION

Welcome to the world of spine-chilling horror and unnerving suspense, powered by the *Year Zero Engine* and brought to you by DMDave Publishing. This ruleset has been meticulously crafted and curated to provide a versatile and immersive experience for those who dare to tread into the darkest corners of their imagination. With its intuitive mechanics and emphasis on narrative-driven gameplay, the *Year Zero Engine* is the perfect foundation for any *Horror RPG* adventure, allowing players and gamemasters alike to weave tales of terror and mystery that will leave everyone at the table with goosebumps and racing hearts.

As the core ruleset for all *Horror RPG* products from DMDave Publishing, this system has been designed with maximum compatibility and adaptability in mind. Whether you're exploring haunted houses, navigating cursed forests, or confronting unspeakable cosmic horrors, this ruleset will provide the necessary framework to support any of the thrilling *Horror RPG* modules available in DMDave Publishing's extensive library. Embrace the darkness and unleash your creativity as you delve into the terrifying worlds that await you.

THE BASICS

This section introduces some key concepts in roleplaying, and how they are used in games using the *Year Zero Engine*, including the *Horror RPG*.

The Players

Each player except one controls a player character (PC). You decide what your PC thinks and feels, what they say and do – but not what happens to them. It is your job as a

player to immerse yourself in your PC. They may be an adventurer in a faraway fantasy world – but they are still, at heart, a person with feelings and dreams, just like you. Try to imagine – how would you react if you were in their shoes? What would you do? The player characters are always the protagonists of the story. The game is about you. Your decisions, your adventures.

The Gamemaster

The final player is the Gamemaster, the GM. They describe the game world to you, they portray the people you meet, and they control the enemies you fight. The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it's time to break out the dice – read more about this in Chapter 3.

It is the GM's job to put obstacles in your path and challenge your PCs, forcing them to show what they're really made of. But it is not up to the GM to decide everything that happens in the game – and above all, not how your story is supposed to end. That is decided in the game. That is why you are playing the game – to find out how your story ends.

Abbreviations

PC = Player Character

NPC = Non-Player Character

GM = Gamemaster

YZE = Year Zero Engine

SRD = Standard Reference Document

KEY FEATURES

The *Year Zero Engine* was originally developed as the ruleset for *Mutant: Year Zero*, but has been further modified and adapted to a wide range of games with different themes and settings. Yet, six core features of the game remain the same in all iterations. These are listed and explained below.

Accessible

The basics of the *Year Zero Engine* are very easy to learn. It is easy to teach to new players, making the barrier to play very low. Complexity and depth are added piece by piece, offering more choices to the player as they gain more insight into the system.

Fast And Decisive

The *Year Zero Engine* is fast, quickly producing meaningful results by removing any dice rolling, bookkeeping and calculations that don't move the action forward. *Year Zero Engine* combat systems are often deadly, pushing conflicts to decisive moments. The risks are high, and PCs are rarely safe from danger no matter how experienced they are.

Risks & Rewards

In the *Year Zero Engine*, you can increase your chances significantly by pushing your roll – i.e. re-rolling the dice – but pushing always comes with a cost. This dynamic constantly pushes you to weigh risks and rewards, and makes the *Year Zero Engine* particularly suited for harsh, survival-focused games.

These Sidebars

Sidebars such as this one are interspersed throughout this rules text. They typically contain rules variants, comments and advice on how to play.

You and Others

Most of the rules in this document are written in the second person – i.e., speaking to “you.” Rules that apply to you also apply to others in the game, both PCs and NPCs, unless explicitly stated otherwise.

Player-Centric

In *Year Zero Engine* games, the players and their characters are at the heart of the story. The PCs are the protagonists of the story, never the NPCs. The rules focus on the PCs and their actions, while NPCs are handled quickly and effectively by the Gamemaster. The system is designed to always present the players with meaningful choices.

Story Driven

Roleplaying is about creating stories, memorable moments at the gaming table that you'll remember for years to come. The *Year Zero Engine* is designed to produce dramatic effects that will push your story forward and make it take unexpected turns.

Adaptable

The *Year Zero Engine* is designed to be very adaptable for different play styles, themes, and game settings. By using skills and talents in a modular fashion, the system creates building blocks that are very easily added, removed, and re-engineered.

TOOLS OF THE GAME

Horror games typically give you plenty of room for improvisation and creativity. Yet they also provide a number of tools to help you create your own story.

Character Sheets

To document your character, you use a character sheet. There is a basic *Horror* character sheet included at the end of this book. Some *Horror* scenarios may have their own specific character sheets.

Dice

As a character in a *Horror* game, you will have to take risks. Sooner or later, you will end up in situations where the outcome is uncertain, no matter how skilled you are. It's time to break out the dice. Regular six-sided dice (also called D6) are required to play the game, preferably 10–15 of them.

Custom Cards

Another useful accessory for *Horror* games is a custom card deck. The cards can be used as reference sheets for gear or NPCs, but also to randomize initiative in combat – read more about this in Chapter 4.

PLAYING SAFELY

In *Horror* and other *YZE* games, you are largely in control of the story, and with this comes responsibility. The player characters will face great danger and difficult challenges, but no player should find the situations they experience unpleasant or offensive. It is important that everyone around the gaming table is having fun and feeling safe.

Before starting the game, talk things through and see if someone wants certain subjects to be kept out of the game. Always

Rolling Dice

The rules will sometimes ask you to roll D3, 2D6, and D66. D3 means you roll a D6 and divide the result by two, rounding up. 2D6 means you roll two six sided dice and add the results. D66 means you roll two D6. The first die represents the tens digit and the second die represents the ones digit. That generates a result between 11 and 66.

respect a player who wants to pause and discuss what is happening in the game, or even leave the table if the player so chooses. And you may also want to talk about what happened after the game session.

GAME MODES

The *Horror RPG* can be played in two distinct modes: Flick Mode and Franchise Mode. These modes are each designed to create a different experience for you and the other players. Even some of the rules of the game only apply to one of the two game modes. The rules will tell you when one is for Flick Mode and one is for Franchise Mode.

Flick Mode

A Flick Mode scenario emulates the dramatic arc of a single horror film and is designed to be played in a single session. Flick Mode emphasizes high stakes and fast and brutal play. It also encourages conflict between player characters, and most—if not all—characters are not expected to survive. As such, PCs are usually pre-made and tailored to the scenario.

More Flick Mode scenarios will be published by DMDave Publishing in the years to come.

Franchise Mode

Franchise Mode play is designed for longer continuous play with the same cast of PCs over many game sessions, for months and even years. In Franchise Mode, you create your own characters using the rules in Chapter 2.

Franchise Mode can also be brutal and deadly, but there is a better chance for your PCs to make it through a scenario alive (note, we didn't say "in one piece.")

In Franchise Mode, the narrative of the game is to a higher degree controlled by the gamemaster and the players. You decided where to go and what to do, based on who your characters are and what they want. Sourcebooks and other supplements for Franchise Mode will be published by DMDave Publishing in the future.

KEY THEMES

No matter which *Horror RPG* Flick or Franchise you play, all *Horror RPG* settings have the following themes in common:

Fear and Suspense

Horror RPGs captivate players with tension and uncertainty, immersing them in a world where fear is a constant companion.

Unknown and the Unnatural

These games explore the mysterious and bizarre, challenging players to confront the inexplicable and question their understanding of the world.

Vulnerability and Isolation

Characters in *Horror RPGs* face vulnerability and isolation, heightening dread and emphasizing the importance of teamwork and adaptability in overcoming sinister forces.

MEASURING TIME

Three units are used to measure time in *Horror* games, depending on the situation at hand. See the adjacent table. The exact duration of a round, stretch and shift can vary depending on the situation. It's the GM's job to track time and determine when another round, stretch or shift has passed. There are typically four shifts in a day: morning, day, evening, and night.

| Unit of Time | Duration | Used In |
|--------------|--------------|-------------|
| Round | 5-10 seconds | Combat |
| Stretch | 5-10 minutes | Exploration |
| Shift | 5-10 hours | Travel |

2 CHARACTER CREATION

Your player character (PC) is your most important asset in any *Horror* game. They are your avatar, your eyes and ears in the world. But they, in return, depend on you making the right decisions for them. Take your PC seriously and play them as if they were a real person. It's more fun that way. At the same time, don't try to protect your PC from every conceivable danger. The goal of the game is to create a good story. For that to happen you need to take risks.

Flick Mode

In Flick Mode, the player characters are already provided for you and the other players. All you need to do is decide among yourselves who plays which character.

Franchise Mode

For Franchise Mode, you create your PC using the rules in this chapter. As your PC survives scenarios, your character develops their skills and talents through experience.

Character Sheet

To create your player character, you need a character sheet. A basic character sheet is included in the appendix of this book for your convenience. Other *Horror RPG* books may have their own character sheets tailored to the setting or campaign style.

Seven Steps of Creation

How you create your player character is explained in detail in this chapter. The summary below is a helpful overview. Grab a character sheet, a pencil, and follow these steps:

1. Choose your archetype.
2. Determine your attributes.
3. Determine your skills.
4. Choose your starting specialty.
5. Determine your personality traits.
6. Pick your gear.
7. Choose a name.

ARCHETYPE

Most *Horror* games have some type of character archetypes to choose from. The archetypes are tailored to the horror setting and help the players grasp the setting.

The archetype determines what type of person you are, your background and role in the group. Your archetype will influence your attributes, skills, specialties, and starting gear.

Archetypes can feel stereotypical, and they are meant to be. Picking an archetype is a quick way for yourself and the other players to get an immediate feel for your character. But remember that your character is more than just their archetype. The archetype is just a starting point toward creating a unique player character.

There are eight archetypes included at the end of this chapter starting on page 14. These archetypes are tailored to modern setting. Future sourcebooks will include rules for different time periods.

ATTRIBUTES

Your character has four attributes that indicate your basic physical and mental capabilities. Your attributes are used when you roll dice to perform actions in the game, and also determine how much damage and stress can withstand before you become broken. Read more about this in chapter 4.

- **STRENGTH:** Raw muscle power and brawn
- **AGILITY:** Body control, speed, and motor skills
- **WITS:** Sensory perception, intelligence, and sanity
- **EMPATHY:** Personal charisma and ability to manipulate others

When you create a character for Franchise Mode, you can distribute 14 points across your attributes. You can assign no less than 2 and no more than 4 points to any attribute. However, you may assign 5 points to the attribute listed as the “key attribute” for your archetype.

| Attribute | Description |
|-----------|---------------|
| 5 | Extraordinary |
| 4 | Capable |
| 3 | Average |
| 2 | Below Average |
| 1 | Feeble |

STRESS

Horror games—even in Franchise Mode—are lethal. Even if you escape with all your body parts intact, the stress of the horrors you’ll face will fight to tear your mind to pieces. This mounting tension is presented by your **Stress Level**. Your Stress Level starts at 0, but can increase as you push dice rolls (see page 23) and experience frightening or stressful situations. Stress is explained further in chapter 3.

HEALTH

Of course, keeping your mind intact isn’t your only challenge. You’ll need to make sure you survive to see the next day. Thus, you must track your physical state, too, with your Health Points (HP). You start the game with a number of HP equal to your **Strength** score. Talents can modify your maximum Health Points. Health is explained further in chapter 4.

SKILLS

Your skills are the knowledge and abilities you have acquired during your life. They are important, as they determine, along with your attributes, how effectively you can perform certain actions in the game. There are twelve basic skills in the *Horror* roleplaying game and they are all described in detail in Chapter 3. The skills listed in this book are for a modern or near-modern *Horror* setting. Future sourcebooks will include skills for different time periods.

Skills are measured on a scale from 0 to 5. The higher the number, the better.

No Skill Level? You can always roll for a skill even if you have no level in that skill – in that case you only use the associated attribute for the skill in question, and gear. Read more about how skills work in the next chapter.

Starting Skills. Typically, you can distribute

10 points across your starting skills. Each archetype lists a number of associated skills. You can only start the game with a skill level 3 in your archetype skills – all other skills are limited to a starting level of 1.

| Skill Level | Description |
|-------------|-------------|
| 5 | Elite |
| 4 | Veteran |
| 3 | Experienced |
| 2 | Trained |
| 1 | Novice |

SPECIALTIES

Specialties are tricks, moves and minor abilities that give you a small edge. In some *Horror* settings, they are instead called talents. Specialties are more narrow than skills and give you a way to fine-tune your character.

You can typically pick one specialty when creating your character, but your archetype determines which specialties you can choose from. You can learn more specialties during the course of the game.

You can find a few examples of specialties in chapter 3 (page 28 and forward), but most specialties are tuned to the specific game and its setting.

PERSONALITY TRAITS

Horror uses a variety of methods to give your PC unique personality traits beyond the numerical stats.

Agenda

This is your PC's main long-term goal in the game. How your agenda works differs between Flick Mode and Franchise Mode play.

Flick Agendas. In Flick Mode, your character's agenda is predetermined by the

scenario. At the beginning of each of the three acts of play, the GM gives each PC a handout with a New Agenda for the Act. These Agendas are supposed to remain hidden—don't show them to the other players or write them down.

At the end of each Act, the GM evaluates the actions of every character. If you took any specific actions to further your Agenda during the Act, you are awarded on Survival Point. Each time you spend a Survival Point, you get one automatic success on a dice roll. You can spend it after a failed roll, or even after a successful roll to get extra successes. You can never have more than three Survival Points.

Franchise Agendas. In Franchise Mode, you pick one of the suggested agendas listed with your archetype, or you can create your own. At the end of each game session, you may gain additional XP if you successfully further your agenda by making a sacrifice or taking a big risk. See XP on page 13 for details.

Weakness

This is an Achilles heel that can get you into trouble somehow. Your weakness adds depth and personality to your character and can also be used by the GM to create challenges for you. Roleplaying according to your weakness gives you extra XP at the end of the session.

Dark Secret

Your dark secret is something that you have experienced before the game begins that has left its mark on you or still threatens you in some way. Your Dark Secrets is primarily a tool for the GM to create stories with.

Buddy

The PC in the group that you feel closest to. Making a sacrifice or taking a big risk for your Buddy will earn you extra XP.

GEAR

Many (but not all) *Horror* settings are focused on survival, and having the right gear will help you do that. You must write down all the items you are carrying. Write down one item per row in the Gear section on your character sheet. If it's not listed on your sheet, you don't have it with you.

Starting Gear

Your archetype typically determines what gear you can choose from at the start of the game. Clothes and gear used to carry other gear does not count toward your encumbrance and does not need to be noted down.

Encumbrance

You can unhindered carry a number of regular items up to your carry limit, which is equal to double your Strength rating. Heavier items count as two, three or more regular items. Light items count as 1/2 or even 1/4 regular items.

Backpack

If you have a backpack, you can use it to carry an additional number of regular items equal to your carry limit. However, carrying a backpack gives you a -2 modifier on all Mobility skill rolls (page 24). The backpack itself does not affect your encumbrance.

Tiny Items

Items with negligible weight, that can be hidden in a closed fist, are called tiny. They are so small they don't affect your encumbrance at all. Tiny items still need to be listed on your character sheet.

Mounts & Vehicles

If you have a horse or other mount, you can let it carry some of your gear. The animal can carry a number of regular items up to its own carry limit, and twice that number if you dismount and lead it. Vehicles can store even more gear.

Weapons at Hand

You can have up to three hand-held weapons at hand, which means that they are kept in a sheath or holster or otherwise readily available for use in combat. Weapons kept at hand do not count toward your encumbrance. Any helmet or armor worn on your body also does not count toward your encumbrance.

Consumables

A special category of items in the game are called consumables. It can be food, water, ammunition, arrows, torches, air supply, electric power or others – depending on the setting of the game.

For each consumable in the game, you have a **Supply rating**. A higher rating is better. For encumbrance, each consumable counts as one regular item no matter the Supply rating.

At regular intervals (depending on the consumable in question), you need to make a **supply roll**. This means rolling a number of D6 equal to the current Supply rating – but never more than six dice. For each 1 rolled, the Supply rating is reduced by one. When the Supply rating reaches zero, you're out of the consumable.

If you want to give a consumable to another person, simply increase the recipient's Supply rating as many steps as you decrease your own.

EXPERIENCE

The things you learn during the game are measured in Experience Points (XP). You receive XP after the end of each game session while playing in Franchise Mode. Talk it through and let the whole group discuss what has happened. For each of the below questions that you can reply “yes” to, you get one XP:

- Did you participate in the game session?
- Did you explore a new location?
- Did you defeat one or more dangerous adversaries?
- Did you overcome an obstacle without using force?
- Did you act according to your weakness/dark secret/big dream/buddy (page 11)?
- Did you perform another extraordinary action of some kind?
- Specific games can award XP for other actions as well.

The GM has the final word when it comes to how much XP each character should get.

Spending XP

You can use your XP to improve your skills and specialties, or to learn new ones. You can only spend XP when your PC gets a chance to rest, or between game sessions.

Skills

To increase a skill level by one step costs a number of XP indicated in the tables on the adjacent table. You can only increase a skill level one step at a time. Learning a new skill (at skill level 1/D) costs 5 XP.

In addition, to raise a skill level or gain a new skill, you must have used the skill and succeeded at least once since your last increase. Make a mark by the skill on the character sheet to indicate this. Only meaningful skill rolls where something is truly

at stake count for this purpose. The GM has final say. As an alternative to making a skill roll, you can be instructed for one shift by a teacher with a higher skill level than you.

Specialties

Learning a specialty always costs 10 XP, but also requires a teacher – a PC or NPC who already knows the specialty – instructing you for at least one shift. After the shift, the teacher makes a Persuasion roll. If they fail, you learn nothing this shift. You keep your XP and the teacher can try again in another shift.

Personality Traits

After any session, you may change personality traits such as your big dream, weakness, dark secret, and buddy. Try to connect the change to something that has happened during the course of the game.

Skill Level Increase

| Target Level | XP Cost |
|--------------|---------|
| 1 | 5 |
| 2 | 10 |
| 3 | 15 |
| 4 | 20 |
| 5 | 25 |

AMBITIOUS SCIENTIST

Rational and analytical, the Ambitious Scientist seeks to understand the world through the lens of science, using their knowledge and expertise to solve problems and unravel the mysteries of the supernatural.

Key Attribute: Wits

Key Skills: Crafting, Observation, Insight

Specialities: Analytical, Inquisitive, Technician

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're driven by the desire to make a groundbreaking scientific discovery that will revolutionize the understanding of the supernatural.
- You're determined to recover your groundbreaking research that was stolen by a rival scientist or organization.
- You're motivated by the tragic loss of a fellow scientist whose research was discredited and ultimately led to their demise.

Weakness

Choose from the options below or decide for yourself.

- Your relentless pursuit of knowledge can lead you to neglect other aspects of your life.
- Your unwavering belief in the power of rational thought can sometimes cause you to underestimate the unpredictable nature of the supernatural.
- Your ambition and drive to achieve scientific breakthroughs can occasionally lead you to overlook ethical considerations.

Dark Secret

Choose from the options below or decide for yourself.

- In your pursuit of knowledge, you've secretly conducted experiments that crossed ethical boundaries, and you fear the consequences if the truth is ever revealed.
- You've built part of your career on the ideas and research of others, taking credit for their work and leaving a trail of professional sabotage in your wake.
- Your overconfidence in a past experiment led to a catastrophic accident, resulting in the loss of lives or severe environmental damage, and you've been covering up the incident ever since.

Signature Item

Choose one of the following items or come up with one yourself.

- Customized lab notebook
- Intricate pocket watch
- Lucky periodic table tie

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- Portable scientific kit OR Geiger counter
- Field journal and pen OR portable voice recorder
- Miniature tool set OR specimen collection containers
- Protective goggles OR compact microscope

Brave Adventurer

Bold and daring, the Brave Adventurer is always ready to face danger head-on, using their physical abilities, survival skills, and unshakable courage to confront the challenges and horrors that await them.

Key Attribute: Agility

Key Skills: Melee, Mobility, Survival

Specialities: Fast Reflexes, Healer, Second Wind

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're on a quest to locate a long-lost artifact or hidden treasure.
- You're driven by the desire to explore uncharted lands and uncover the secrets of forgotten civilizations.
- You're motivated by the need to bring justice to those responsible for the death or suffering of a close friend or mentor.

Weakness

Choose from the options below or decide for yourself.

- Your bold nature and past successes can sometimes lead you to underestimate the dangers you face, causing you to take unnecessary risks.
- Your hunger for adventure can result in hasty decisions and impulsive actions.
- Your strong sense of self-reliance may prevent you from seeking assistance when needed.

Dark Secret

Choose from the options below or decide for yourself.

- You were once part of a disastrous expedition that resulted in the loss of lives, and you've kept the truth about your role in the tragedy a secret, haunted by the memories.
- You possess a stolen map or artifact that holds the key to a hidden treasure or ancient mystery, and you live in fear of its true owner discovering your theft and seeking retribution.
- In your pursuit of adventure, you left behind loved ones or family members, neglecting your responsibilities and causing deep emotional pain to those who depended on you.

Signature Item

Choose one of the following items or come up with one yourself.

- Weathered explorer's hat
- Antique compass
- Lucky adventurer's journal

Gear

Choose two of the starting items below. You also get D6 x 100 in cash.

- Pistol OR rifle
- Backpack OR emergency flare gun
- Map and compass OR collapsible shovel
- Butane lighter OR rope with grappling hook

BRAWNY PROTECTOR

Possessing immense physical strength and a keen sense of loyalty, the Brawny Protector uses their formidable might to defend their allies and confront the terrors that lurk in the shadows, acting as the group's bulwark against the onslaught of the unknown.

Key Attribute: Strength

Key Skills: Force, Melee, Stamina

Specialities: Bodyguard, Hard Hitter, Tough

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're driven by the desire to protect the vulnerable and innocent, placing yourself in harm's way to ensure their safety.
- You're motivated by a strong sense of justice and a belief in doing what's right, often intervening to correct injustices and stand up against bullies and oppressors.
- You're haunted by past failures or mistakes that have caused harm to others, and you seek to atone for these wrongs by using your strength and skills to protect and serve those in need.

Weakness

Choose from the options below or decide for yourself.

- Your strong protective instincts can sometimes lead you to react impulsively or aggressively.
- Your focus on physical strength and brute force can sometimes leave you struggling to find creative or nuanced solutions to complex problems.
- Your strong sense of responsibility for the safety of others can sometimes lead you to become overprotective or domineering.

Dark Secret

Choose from the options below or decide for yourself.

- You have a criminal history, with a past that includes violent behavior or association with a dangerous group or organization, and you keep this secret to protect your reputation and livelihood.
- You've used your strength and skills to hurt others in the past, enjoying the feeling of power and control that comes with it, and you struggle to control these impulses in the present.
- You're secretly loyal to a person or group that conflicts with your obligations or duties as a protector, causing a constant internal conflict and fear of being discovered.

Signature Item

Choose one of the following items or come up with one yourself.

- Personalized brass knuckles
- Sturdy leather jacket
- Military-style dog tags

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- Pistol with ankle holster OR shotgun
- Handcuffs OR pepper spray
- Portable first aid kit OR walkie-talkies (2)
- Heavy duty tactical vest OR flashlight with spare batteries

CYNICAL SURVIVOR

Troubled and wary, the Cynical Survivor has been through hell and back, developing a hardened shell that shields them from further emotional trauma. Though they may seem apathetic or detached, their sharp instincts and street smarts have kept them alive in even the most dangerous of situations.

Key Attribute: Empathy

Key Skills: Stamina, Mobility, Survival

Specialities: Gut Feeling, Hardened, Tough

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're driven by the need to survive, using your skills and experience to stay alive in a dangerous and unpredictable world.
- You're determined to avoid forming close relationships or emotional bonds with others, believing that such connections will only lead to pain and vulnerability.
- You're haunted by past mistakes or traumas, and you seek to make amends or find a sense of purpose in the aftermath of these events.

Weakness

Choose from the options below or decide for yourself.

- Your emotional armor and reluctance to form attachments can leave you feeling isolated and disconnected from others.
- Your past traumas and experiences may have left you hesitant to take risks or pursue new opportunities.
- Your past experiences and cynicism can sometimes lead you to view situations and people through a negative lens.

Dark Secret

Choose from the options below or decide for yourself.

- You carry a deep sense of guilt for actions or decisions you made in the past, haunted by the consequences of your choices and struggling to find a way to make amends.
- You've developed unhealthy coping mechanisms to deal with the traumas and stresses of your past, ranging from substance abuse to compulsive behaviors, and you keep these habits hidden from others.
- You've betrayed someone you cared about in the past, potentially leading to their harm or downfall, and you carry the weight of this secret with you, fearful of the consequences if it were to come to light.

Signature Item

Choose one of the following items or come up with one yourself.

- Dog-eared photo album
- Copy of your biography
- Hidden flask of alcohol

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- Pistol OR hidden knife
- Compact first aid kit OR tactical flashlight
- Whistle OR pepper spray
- Tactical vest OR pro running shoes

DEVOTED CAREGIVER

Compassionate and nurturing, the Devoted Caregiver is a source of emotional and physical support for the group, offering healing and comfort to their allies in the face of adversity.

Key Attribute: Empathy

Key Skills: Healing, Insight, Persuasion

Specialities: Calming Presence, Compassion, Field Surgeon, Gut Feeling

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're determined to find a cure for a family member's mysterious illness, which doctors have been unable to diagnose.
- You feel a deep sense of responsibility to shield those around you from harm, even if it means putting yourself in danger.
- You're driven to atone for a past error in judgment that led to the harm of someone under your care, seeking to make amends through your actions.

Weakness

Choose from the options below or decide for yourself.

- Your deep compassion for others can leave you emotionally drained and vulnerable, hindering your ability to make difficult decisions.
- You constantly strive for unattainable perfection in your caregiving, leading to self-doubt and feelings of inadequacy when you can't meet your own expectations.
- Your unwavering dedication to helping others makes it hard for you to say no or prioritize your own needs, putting yourself at risk for burnout or exploitation.

Dark Secret

Choose from the options below or decide for yourself.

- You inadvertently caused the death of someone you cared for deeply, and you've never shared the truth about the incident with anyone.
- You secretly struggle with an addiction to prescription medication, using it as a crutch to cope with the emotional demands of your caregiving role.
- You're concealing a dark secret about your family's past, one that could upend your life and relationships if it were ever to be revealed.

Signature Item

Choose one of the following items or come up with one yourself.

- Sentimental locket
- Worn prayer book
- Medical charm bracelet

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- First aid kit OR compass
- Mult-tool OR personal alarm device
- Rechargeable battery bank for a smart phone OR pepper spray
- Compact binoculars OR emergency flare gun

ENIGMATIC ARTIST

Creative and intuitive, the Enigmatic Artist possesses a unique perspective on the world, often seeing patterns and hidden meanings that others might overlook, allowing them to navigate the twisted world of the horror scenario.

Key Attribute: Wits

Key Skills: Crafting, Observation, Persuasion

Specialities: Creative, Inquisitive, Musician

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're driven to create a masterpiece that embodies the essence of the supernatural, believing that it will catapult your work into the annals of artistic history.
- Through your art, you seek to reveal the dark secrets and hidden truths that lie beneath the surface of the world.
- You're on a quest to rediscover the muse that once fueled your artistic passions, hoping to overcome a creative block that has plagued you for years.

Weakness

Choose from the options below or decide for yourself.

- Your unyielding pursuit of artistic perfection can lead to self-doubt and procrastination.
- Your intense emotions, which fuel your creativity, can also make you prone to mood swings and impulsive actions.
- Your inclination to express yourself through metaphor and symbolism can sometimes lead to misunderstandings or misinterpretations

Dark Secret

Choose from the options below or decide for yourself.

- You've secretly taken credit for another artist's work, using their creation to advance your own career and fame, while living in fear of being exposed.
- Your most acclaimed piece of art was inspired by a dark and sinister force, and you worry about the potential consequences of your connection to this malevolent entity.
- In your pursuit of artistic greatness, you've alienated loved ones and destroyed relationships, leaving behind a trail of heartbreak and betrayal that haunts you.

Signature Item

Choose one of the following items or come up with one yourself.

- Worn sketchbook
- Intricate silver locket
- Vintage camera

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- Compact easel OR 35mm camera
- Musical instrument (any)
- Metro card OR handheld video game
- Yo-yo OR bicycle

FEARLESS YOUTH

Brimming with courage and untainted by the fears that plague adults, the Fearless Youth faces the unknown head-on, often surprising their older companions with their resourcefulness and resilience.

Key Attribute: Agility

Key Skills: Mobility, Stealth, Survival

Specialities: Dodge, Reckless, Tough

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're determined to show the adults around you that you're capable and deserving of their respect, despite your young age.
- You've made it your mission to uncover the truth behind the mysterious disappearance of your best friend, following any lead, no matter how dangerous.
- You're driven by a deep love for your family and will do whatever it takes to keep them safe from harm, even if it means facing your own fears.

Weakness

Choose from the options below or decide for yourself.

- Your innocent nature makes you more susceptible to manipulation and deception.
- You lack the life experience and knowledge that your older companions possess, which can sometimes leave you at a disadvantage in complex situations.
- Your fearless approach to challenges can sometimes lead you to act impulsively, potentially putting yourself and others at risk.

Dark Secret

Choose from the options below or decide for yourself.

- You were involved in a tragic accident that resulted in the death of a playmate, but you've kept it a secret out of fear and guilt.
- You've taken a valuable item from a family member or friend, not fully understanding the consequences of your actions, and now the secret weighs on your conscience.
- You've stumbled upon a dangerous secret about someone in your community, and you're struggling with the burden of knowing something that could potentially put you and your loved ones in harm's way.

Signature Item

Choose one of the following items or come up with one yourself.

- Lucky toy charm
- Hand-drawn treasure map
- Worn baseball cap

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- Backpack OR bicycle
- Walkie-talkies (2) OR pick-sized first aid kit
- Whistle OR small flashlight
- Lightweight raincoat OR slingshot

SEASONED DETECTIVE

Experienced and perceptive, the Seasoned Detective uses their investigative skills and knowledge of human nature to piece together clues, uncover secrets, and navigate the complex web of the horror scenario.

Key Attribute: Wits

Key Skills: Marksmanship, Observation, Insight

Specialities: Inquisitive, Watchful, Weapon Specialist

Your Personal Agenda

Choose from the options below or decide for yourself.

- You're driven to uncover the truth behind your partner's mysterious vanishing and bring closure to their case.
- Haunted by a case you couldn't solve, you're determined to right the wrongs of the past and bring justice to the victims.
- You've stumbled upon clues suggesting a vast conspiracy within the force, and you're dedicated to unmasking the corruption at any cost.

Weakness

Choose from the options below or decide for yourself.

- You constantly second-guess your decisions, making it difficult to trust your instincts in high-stakes situations.
- You struggle with unresolved trauma, which can cloud your judgment and compromise your focus on the case.
- You have a hard time accepting help or changing your approach, potentially leading to missed opportunities or conflicts with others.

Dark Secret

Choose from the options below or decide for yourself.

- You've assumed a new identity to escape a dangerous past, leaving you constantly looking over your shoulder and fearing that your true identity will be exposed.
- You once unintentionally revealed sensitive information to the wrong person, resulting in the tragic loss of a close colleague, and you've been carrying the guilt ever since.
- You've delved into forbidden and arcane knowledge in your pursuit of the truth, leaving you vulnerable to forces that threaten to consume you from within.

Signature Item

Choose one of the following items or come up with one yourself.

- Bullet pulled out of your shoulder you now wear as a necklace
- Partner's old badge
- Weathered pocket watch with an inscription from someone important to you

Gear

Choose two of the starin items below. You also get D6 x 100 in cash.

- Pistol with ankle holster OR shotgun
- Portable voice recorder OR lock picking set
- Forensics kit OR handcuffs
- Butane lighter OR flashlight

3. SKILLS & SPECIALTIES

Roleplaying is a conversation. The gamemaster describes the scene, you describe how your PCs behave, the GM describes how any NPCs react, you reply, and it goes back and forth. That is how the story is told and progresses. But sooner or later, a decisive situation will arise, a point of no return, a conflict that conversation alone cannot resolve. Then it's time to break out the dice and use one of your skills.

Other Skills

Individual *Horror* settings may have other skills than the ones listed here, and even more skills than twelve.

ROLL THE DICE

There are twelve core skills in total in *Horror*, and they are all described later in this chapter. Each skill is connected to one of the four attributes: Strength, Agility, Wits, and Empathy.

To roll for a skill, grab a number of six-sided dice equal to your skill level plus your current score in the attribute that is connected to that skill. These are your base dice. Then roll all the dice together.

Success

To succeed with your action, you must roll at least one 6. A 6 is called a success. If you roll several 6s, you get several successes.

No Skill?

If you don't have the skill required for the particular action you want to perform, you can roll anyway – simply roll the base dice for your attribute alone.

The 12 Core Skills

- Force (Strength)
- Melee (Strength)
- Stamina (Strength)
- Marksmanship (Agility)
- Mobility (Agility)
- Stealth (Agility)
- Crafting (Wits)
- Observation (Wits)
- Survival (Wits)
- Healing (Empathy)
- Insight (Empathy)
- Persuasion (Empathy)

Gear

Useful gear can give you extra base dice to roll.

Multiple Successes

If you roll two or more successes, you reach your stated goal, but also gain some additional bonus effect, depending on the situation and the skill used. In combat, extra successes can increase the damage done. For other skills, you can suggest a bonus effect yourself. The GM has final say. Some suggestions:

- You act quickly.
- You act quietly.
- You help another character.
- You impress someone.
- You discover something unexpected.

More Successes

Rolling three or even more successes generally only matters in combat, where each additional will increase the damage done by one point.

The Art Of Failure

If you roll no success, something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the GM. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of additional time, risk, or resources, but still a way. The GM has the final say regarding the consequences of failure in a particular situation.

You have one last chance if you really need to succeed – you can push the roll.

Different Colors

Whether a certain die you have rolled originates from your attribute, your skill, or your gear, may be important. For that reason, you should use dice of three different colors. The dice from attributes are called Base Dice, the dice from skills are called Skill Dice, and the dice from gear are called Gear Dice.

PUSHING YOUR ROLL

Your initial skill roll reflects a safe and controlled action. If you fail your initial roll, or if you want additional successes, you can lean into the action, giving it everything you've got, pushing yourself to the limit.

This is called pushing the roll, and lets you re-roll any dice that don't show the result of 1. A base die showing a 1 is called a **bane** and can never be re-rolled when pushing. After a push, you cannot change back to the previous result. All dice count after the push, even any dice you didn't re-roll.

Stress Level and Dice

When you push a roll, your Stress Level increases by one. When making skill rolls, including the immediate re-roll when pushing, add a number of stress dice to your roll equal to your current Stress Level.

Stress dice are D6s that are added to your roll and sixes on them count as successes, meaning the built-up stress actually increases your chances to succeed, as it makes you more sharp and alert. However, if you roll a bane on one or more stress dice (even in the initial roll, without pushing), you trigger a roll on a panic table. Roll a D6 and add your current amount of stress points. Then review the Panic Table on page 24 to find out what happens. Effects last until all stress is relieved.

Stress is typically relieved – all Stress Levels removed – after a stretch of rest in a (reasonably) safe location.

Passive Rolls

You can only push skill rolls when you actively perform an action. When passive or unaware, such as when rolling Observation to see if you spot a sneaking enemy, you cannot push the roll.

Only Once

You can only push a skill roll once. If you don't succeed on your second try, you are stuck dealing with the consequences.

ONLY ONE CHANCE

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice – and pushed the roll – you may not roll again to achieve the same goal. You need to try something different or wait until the circumstances have changed in a substantial way. Or let another player character try. This rule does not apply to combat, where you can attack the same enemy multiple times.

Panic Table

| Result | Effect |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1–6 | Keeping it Together. You manage to keep your nerves in check. Barely. |
| 7 | Nervous Twitch. You and all PCs in Short range gain a stress point. |
| 8 | Tremble. You tremble uncontrollably. All skill rolls using Agility suffer a –2 modifier. |
| 9 | Drop Item. You drop a weapon or other important item – the GM decides which one. |
| 10 | Freeze. You're frozen by fear or stress for one round, losing your next turn. |
| 11 | Seek Cover. You must use your next action to move away from danger and find a safe spot if possible. You must make a retreat roll (page 34) if you have an enemy at Engaged range. You lose one stress point, but all other PCs in Short range gain one stress point. After one round, you can act normally. |
| 12 | Scream. You scream for one round, losing your next turn. You lose one stress point, but every PC who hears your scream must make an immediate panic roll. |
| 13 | Flee. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You lose one stress point, but every PC who hears your scream must make an immediate panic roll. |
| 14 | Berserk. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is broken. Every PC who witnesses your rampage must make an immediate panic roll. |
| 15+ | Catatonic. You collapse to the floor and can't talk or move, staring blankly into oblivion. |

MODIFIERS

Sometimes, external factors help you to succeed. Such modifiers will give you additional base dice to roll. Other times, something hampers your action. This removes base dice from your pool.

You can get such modifiers to skill rolls in several different ways: specialties, the difficulty of the action itself, and help from others.

A +1 modifier means you roll one extra base die, +2 means you roll two extra base dice, and so on. A –1 modifier means you roll one base die fewer than normal, –2 means two fewer, and so on. Several modifiers can apply to the same roll, and they are cumulative.

Always add and remove base dice from your skills, if you can (not from attributes or gear). If you don't have enough dice from skills,

remove base dice from gear. If you run out of gear dice as well, remove base dice from attributes. If you end up with no dice at all, you have no chance to succeed – time to rethink your strategy!

Difficulty

Normally, the GM doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the GM might want to underscore that external factors either help or hinder an action. Use the table on the next page for guidance.

| Difficulty | Modifier |
|------------|----------|
| Trivial | +3 |
| Simple | +2 |
| Easy | +1 |
| Average | 0 |
| Demanding | -1 |
| Hard | -2 |
| Formidable | -3 |

Specific Modifiers

There are also cases when modifications are imposed by the rules, like when you aim carefully with a ranged weapon, shoot at long distance, or if you're in a bad negotiation position when you attempt to Persuade someone. Some specialties also give you a positive modifier in certain situations.

HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a skill roll. This must be declared before you roll your dice. It must also make sense in the story – the individuals helping you must be physically present and have the capacity to support your action. The GM has final say.

For each person helping you, you get a +1 modifier. No more than three people can help you with a single roll, meaning your maximum modifier from getting help is +3. In combat, helping counts as the same type of action as the one you are supporting (fast or slow).

NPCs can help each other in the same way as player characters. Letting NPCs act in groups instead of individually is often an easy way to manage large numbers of NPCs in combat.

NPCs and Skills

Non-Player Characters use skills in the same way as player characters. The GM rolls dice for them, and they can push their rolls just like PCs can. But the GM only has to roll for actions that affect a PC directly – for example, if the NPC is attacking a player character or is attempting to save them. When an NPC performs an action that does not directly affect a PC, the GM can simply decide what happens, without rolling dice.

OPPOSED ROLLS

Sometimes, rolling a success isn't enough to succeed with your skill roll. In some cases, you must beat your opponent in an opposed roll. To win an opposed roll, you must roll more successes than your adversary. Every success rolled by your adversary eliminates one of your successes. Only you (the active party) can push your roll – and you can decide to do so even after your opponent rolls.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed can be used when you roll Persuasion versus Insight to influence someone who is actively trying to resist you, or Stealth versus Observation to move undetected past a vigilant guard.

The GM can also use opposed rolls in any case when they deem it appropriate.

Ties

If you and your opponent roll the same number of successes, the result is a tie. Typically, your action will fail if you roll a tie as the active party in an opposed roll, but in some cases, ties have specific effects. If a tie needs to be broken, reroll the opposed roll to determine the outcome.

THE SKILLS

This section describes the twelve core skills of the *Horror* roleplaying game.

Force (Strength)

When something heavy or solid blocks your way and you need to lift, push, or break it, roll for Force. Use this skill for any feat of strength.

Melee (Strength)

Sometimes, you need to fight for your life, hand-to-hand with your opponent. Roll for this skill when you attack someone or defend yourself using only your body or a melee weapon.

Read more about close combat and damage in Chapter 4.

Stamina (Strength)

When your physical endurance or vigor is tested, roll for Stamina. For example, this skill is used to survive under water or to resist a deadly poison. You also roll Stamina to stay alive when you have suffered a lethal critical injury.

Marksmanship (Agility)

Use the Marksmanship skill to fire all types of range weapons. Read more about ranged combat in Chapter 4.

Mobility (Agility)

Roll for Mobility when you want to perform any action that requires speed or motor control – be it a risky climb, a dangerous jump, or a foot chase after a fleeing enemy (page 48).

Stealth (Agility)

Roll for Stealth when trying to sneak past someone, staying undetected, or picking someone's pocket. If your opponent is actively

looking for you, it's an opposed roll against their Observation. If not, it's just a straight skill roll. Each of the following external factors gives you a +1 modifier to the roll:

- You blend into your surroundings.
- The area is dark or dimly lit.
- The area is crowded or noisy.
- Your opponent is distracted by something.

Each of the following factors gives you a –1 modifier to the roll:

- You stand out against the surroundings.
- There is nothing to hide behind.

Crafting (Wits)

The Crafting skill is primarily used to repair broken gear or building new items, but it can also be used to understand or operate mechanical constructions. Repairing a broken item typically takes a shift of work (see Gear on page 12). The exact uses of this skill vary depending on the specific game setting.

Observation (Wits)

The Observation skill can be used to examine an area to find useful information or to spot something or someone from a distance. When the GM calls for it, you can make a passive roll for this skill to detect an approaching threat in time. When examining an area, the GM can give you a positive modifier if your description of where you are searching is very precise, or even let you succeed without a roll.

Survival (Wits)

Year Zero Engine games often take place in harsh and dangerous environments. Roll for Survival when you're in a hazardous environment of some kind, be it extreme heat and cold, sandstorms, acid rain, or other forms of extreme weather, and need to figure out a way to stay alive. Read more in Chapter 5.

Healing (Empathy)

In many *Horror* games, your PC risks getting hurt. This is when the Healing skill is useful. It can be used to get a broken character back on their feet, or even save their life if they suffered a critical injury. Read more on page 43.

Insight (Empathy)

This skill represents the ability to read other people and see through lies. Roll for Insight to assess an NPC's mood. If you succeed, the GM must reveal the NPC's current, most powerful emotion – hate, fear, contempt, love, etc. If you roll several successes, you can also determine if an NPC is lying – but not exactly what they are lying about or what the truth is. The Insight skill can also be used in opposed rolls to resist Persuasion (below).

Persuasion (Empathy)

Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. For this, you use the Persuasion skill. If your opponent is actively trying to resist you, it's an opposed roll against their Insight. If not, it's a straight roll.

Before you roll, you must state the stakes of the roll – what you want to achieve. What you ask of your opponent must be within reason. No NPC will agree to do anything you want or act directly against their own interests, no matter how good your roll is. Conversely, you don't need to roll for simple requests that your opponent has no reason to resist. The GM has the final say on when Persuasion rolls can or need to be used.

Being Persuaded. Generally, Persuasion is only used against NPCs, not PCs. When NPCs or other PCs try to talk you into something, it's up to you how you react.

Negotiating Position

Your chances of Persuading someone are affected by your negotiating position. Each of the following factors gives you +1 modifier to the roll:

- Your request doesn't cost your opponent anything.
- Your opponent has suffered damage or stress.
- Your opponent is in custody or held captive by you.
- You have helped your opponent previously.
- You present your case very well.

Each of the following factors gives you a –1 modifier to the roll:

- Your opponent must take a serious risk or make a sacrifice to help you.
- Your opponent has nothing to gain by helping you.
- You are held captive by your opponent.
- You are having trouble hearing or understanding each other.

Interrogation. When you interrogate a prisoner to gain information, roll against their Stamina instead of their Insight. You get a +1 modifier to your roll for your opponent being held captive. As opposed to normal persuasion, interrogation can be used against PCs – actually forcing you to disclose information whether you as a player want to or not.

Persuading A Group. When you want to Persuade a whole group, you usually address the group's leader or spokesperson.

SPECIALTIES

While attributes and skills give you the broad strokes of your competency, specialties represent specific areas of expertise. Specialties are unique tricks and talents that give you an edge and keep your adversaries guessing.

You typically start the game with just one or a few specialties, with your choice limited by your archetype. You can learn more specialties during the game (page 13), without being limited by your archetype.

Acrobatics

You get a +2 modification to Mobility when moving through a cluttered or cramped zone (see page 34) or performing a controlled jump (see page 44).

Analytical

You use logical thought, reason, and keen observation to detect the motives of others. You can roll for Insight using Wits instead of Empathy when you want to detect lies or get a sense of someone's emotions.

Assassin

When attempting a sneak attack, you do not suffer a -2 modifier when you move close enough to attack in melee combat (Engaged range).

Bodyguard

If someone within Short range of you is hit by an attack, you can dive in to take the hit. Roll for Mobility. It doesn't count as an action in combat. If you roll one or more successes, you take the hit instead of your friend. You can push the roll.

Calming Presence

People find themselves comfortable whenever you are near. Once per Turn, you may reduce

the Stress Level of another character within Short range by one, in addition to the normal stress recovery. To use this talent, you and the any character that hopes to benefit from your calming presence must be in a relatively safe place. You cannot use this specialty on yourself.

Compassion

You can push any skill roll based on Empathy twice, not just once like other characters.

Creative

You're skilled at thinking outside the box and finding unique solutions to complex problems. Once per game session, you automatically pass an Observation roll of your choice, without needing to make the roll. In order to avoid spoiling the scenario, the GM has final say on whether or not this talent can be used for a particular roll.

Driver

You get a +2 modification to Mobility when using the skill to drive a vehicle.

Dodge

When attacked in close combat, you can dodge. This works like blocking, but you roll using Mobility instead of Melee and you can only use it to reduce damage. You can even dodge the attacks of creatures.

Fast Reflexes

You can draw two initiative cards instead of one during the initiative draw. Choose the one you want to use.

Field Surgeon

You know the delicate art of stopping a wound from bleeding or treating grave injuries. You get a +1 modifier to Healing when treating

someone who is about to die from a critical injury.

Flyweight

When you block in close combat, you can use Agility instead of Strength.

Grappler

You get a +2 modification to Melee rolls made to grapple a target.

Gut Feeling

You have a knack for sensing when trouble is coming your way. You can roll for Observation using Empathy instead of Wits to detect an approaching threat.

Hardened

After you roll for Panic, you can reroll the D6. You must keep the new result.

Hard Hitter

You get a +1 modification to Melee Combat if you sacrifice your fast action in the round.

Healer

You are very resilient and recover quickly from injuries. The healing time of critical injuries is halved for you.

Inquisitive

You can push any skill roll based on Wits twice, not just once like other characters.

Jab

You can make an attack with a melee weapon as a fast action instead of a slow action, at the cost of a -2 modification.

Killer

You know where to strike to make your enemy fall and not get up. Ever. When your enemy

sustains a critical injury you may roll twice and choose the result you want.

Light Eater

You can get by on far less food than others. When making a supply roll for food, you get to roll two dice fewer than your Supply Level, to a minimum of one die.

Light Sleeper

You can get by on less sleep than most. You only need to sleep for one shift every two days, instead of one shift every day.

Logical

You use information and examples to build your arguments. You can roll for Persuasion using Wits instead of Empathy when you try to convince someone to see your point of view.

Lucky

No matter what horrible situations you end up in, you always seem to make it out unscathed. When you suffer a critical injury, you get to re-roll the dice and choose the result that you prefer.

Martial Artist

When you make an unarmed attack in close combat, you can use Agility instead of Strength.

Menacing

You have a scary physical presence that makes it easy to intimidate people. You can roll for Persuasion using Strength instead of Empathy when you threaten someone.

Merciless

You can perform a coup de grace without rolling for Empathy.

Musician

You get a +1 modifier to all Persuasion rolls in situations where singing or playing an instrument is helpful. The GM has final say.

Occult Experience

You do not have to make a Panic Roll when confronting or witnessing supernatural monsters or events (see page 40).

Pack Mule

Your carry limit is increased by +2.

Quick Draw

You can draw your weapon so quickly it doesn't cost you an action.

Rapid Fire

You can fire a pistol or rifle as a fast action instead of a slow action, at the cost of a -2 modification.

Rapid Reload

You can reload a weapon as a fast action instead of a slow action

Reckless

You can push any skill roll based on Agility twice, not just once like other characters.

Second Wind

When you are broken, you can get back on your feet immediately. Roll for Stamina. You cannot push the roll. For every success you roll, you get one point of Health or Resolve back (or attribute point, if using attribute damage). You can only use this specialty once while broken, and it has no effect against critical injuries.

Sniper

You get a +1 modifier to Marksmanship rolls when firing a single shot (not full auto) at Long range or more, from a hidden position.

Stoic

You can roll for Stamina using Wits instead of Strength.

Technician

You get a +1 modifier to Crafting rolls made to repair objects or machines.

TOUGH

Your maximum Health Points are increased by 2. You can take this specialty up to three times.

True Grit

You can push any skill roll based on Strength twice, not just once like other characters.

Watchful

Your head is always on a swivel. You get a +2 modification to Observation when trying to spot a sneak attack.

Weapon Specialist

You're an expert at using a certain type of weapon. When you use this type of weapon, you get a +1 modifier. You can choose this specialty several times, once for each weapon type. You can be a specialist at fighting unarmed.

4. COMBAT & DAMAGE

Combat is deadly in most *Horror* games. Before you enter a fight, you should always ask yourself: Is it worth it?

MAPS & ZONES

A violent conflict is typically played out using a map of the location where your characters happen to find themselves fighting for their lives.

The map is divided into zones. A zone is typically a room, a corridor, or an area of ground. How big a zone is varies – from a few steps across up to about 25 meters. A zone is generally smaller in a cramped environment than in open terrain.

In pre-made scenario material, zones are usually indicated on a location map. In random encounters created on the fly, the GM can make a quick sketch of the area or simply describe it.

Playing Without Maps. Although maps can be useful, you can always choose not to use them and let certain conflicts play out only in the “theater of the mind.” This can be a good solution in close quarters conflicts between a small number of combatants.

Zone Features

Zones can have various features, which affect actions performed within them. Here are some examples:

Cluttered

The zone is covered by dense undergrowth or filled with debris of some sort. You must roll for Mobility when you move into the zone. Failure means you manage to get into the zone, but you fall down.

Dimly Lit

The zone is dimly lit. Observation rolls in the zone get a –2 modifier. Ranged attacks into the zone also suffer a –2 modifier, and can’t pass through the zone.

Cramped

A crawlspace or narrow tunnel. In a cramped zone, you can only crawl, not run. You also cannot move or shoot past individuals next to you against targets behind them.

Borders & Line of Sight

The border between two adjacent zones can be open or blocked by a wall. A blocked border can have a door or a hatch, as indicated by the map, allowing movement between the two zones.

Open borders don’t block vision or movement. A blocked border generally blocks line of sight even if there is a door or hatch in it – unless you’re actively standing by the doorway and peeking through.

Range Categories

The distance between you and your opponents is divided into five range categories. See the table below.

| Range | Description |
|---------|--------------------------------------------------|
| Engaged | Right next to you |
| Short | A few meters away, in the same zone as you |
| Medium | Up to 25 meters away, in an adjacent zone |
| Long | Up to about one hundred meters (four zones) away |
| Extreme | Up to about one kilometer |

ROUNDS & INITIATIVE

Combat is played out in rounds, each roughly 5–10 seconds long. When combat begins, the first step is to determine who has the initiative. Do this before anyone rolls dice for an action.

Drawing Initiative

Grab ten cards, numbered 1 through 10. A suit of any normal deck of cards works fine if you remove the face cards and count the ace as 1.

Each player taking part in the conflict, either voluntarily or involuntarily, draws a card and the GM draws one card for each NPC (or group). This is called drawing the initiative. The number on the card determines the order in which you act in the conflict.

Participants act in order from lowest to highest number, beginning with card #1, until everyone has taken their turn. Place your initiative card by your character sheet, so everyone can see in which order you all act. The GM places their initiative card(s) in front of them.

When all the participants in the combat have acted once, the round is over, and a new round begins. The round order remains the same throughout the whole conflict – drawing initiative is only done once, at the start of the first round.

Surprise

If you initiate combat with an attack that the GM deems fully surprising, you get to choose any initiative you want instead of drawing a random card. All other combatants – including others on your side – draw initiative normally. Also see Ambushes (page 34).

Exchanging Initiative

During a fight, you can exchange your initiative card – and thus your initiative – with another

player character or NPC, whose turn has not yet come up in the current round (if such a character exists). This must be declared on your turn, before you perform any action.

The other character cannot resist this exchange, and must take their turn immediately. A character is not allowed to immediately exchange their initiative when just given a new one. They may, however, exchange this new initiative in the following Round.

Hidden Initiative

As an alternative rule to create more uncertainty, you can keep initiative cards secret. The GM then calls out initiative numbers, starting at #1, and each combatant shows their card and performs their actions once their number comes up. In this variant, the initiative must be drawn again at the start of each round.

Your Turn

The point in the initiative order at which you act is called your turn. The phrase “your next turn” means the next upcoming point in the initiative order at which you normally act, whether that happens to be in the current round or the next round (if your turn in the current Round has already passed). The phrase “your previous turn” means your latest previous point in the initiative order, whether it was in the current round or the previous round.

NPC Initiative

For a group of NPCs with identical stats, the GM can, if they want, draw one initiative card for the group instead of one per individual. All the NPCs in that group act at the same point in the round order. In what order they act individually within the group is up to the GM.

Mark Your Actions

Because helping and reactive actions occur out of turn, it can be hard to keep track of how many actions the combatants have performed. A tip is to keep track of this by turning the initiative card 90 degrees for every performed action. Turn it to the left for a fast action and to the right for a slow action, and all the way around 180 degrees once both actions in the turn are used up. All actions are refreshed at the start of each round.

SLOW & FAST ACTIONS

On your turn, you can perform one slow action and one fast action, or two fast actions. See the lists of typical slow and fast actions on this page and the next.

Fast Actions

| Action | Prerequisite | Skill |
|-------------------------|-----------------------------|------------------------------|
| Run | No Engaged enemy | Mobility (in cluttered zone) |
| Move through door/hatch | — | — |
| Get up | You are prone | — |
| Draw weapon | — | — |
| Block attack | Attacked in close combat | Melee |
| Grapple attack | You've grappled an opponent | Melee |
| Retreat | Engaged enemy | Mobility |
| Aim | Ranged weapon | — |
| Seek cover | Cover in same zone | — |
| Enter/exit vehicle | Vehicle | — |
| Start engine | Vehicle | — |
| Grab the wheel | Vehicle | — |
| Drive | Vehicle | Mobility |
| Use item | Varies | Varies |

Free Actions

Dropping to the ground or shouting a few words are called free actions – they don't count toward your two actions for the round, but you can only do them on your own turn.

Describe Your Actions

When it's your turn to act, simply state which actions you wish to perform and roll dice if needed to see if you are successful. Some actions will give your opponent the opportunity to perform a reactive action that breaks the turn order.

Helping Others

If you wish to help another player character or NPC perform an action, it costs you one action of the same kind (slow or fast). You must state you are trying to help someone before any dice are rolled. Helping others occurs out of turn, i.e. it breaks the initiative order in the round.

Slow Actions

| Action | Prerequisite | Skill |
|---------------------|----------------------------|--------------|
| Crawl | Your are prone | — |
| Close combat attack | — | Melee |
| Shoot ranged weapon | Ranged weapon | Marksmanship |
| Reload | Firearm | — |
| First aid | Broken or dying victim | Healing |
| Persuade | Your opponent can hear you | Persuasion |

MOVEMENT

To move during combat, you can spend a fast action to move from one zone to a neighboring zone or between Short and Engaged range from an enemy or PC in the same zone you are already in. No roll is required to move, unless it's into a Cluttered zone.

Crawling

Moving while prone, i.e. crawling, is a slow action. That means you can't crawl twice in the same round. In a Cramped zone, crawling is the only movement possible.

Close Combat

If you have an active enemy at Engaged range, you can't just walk away from them. Instead, you must retreat (see the next column).

Doors & Hatches

You can open an unlocked door or hatch with a fast action. A locked door or hatch can be broken down. A typical wooden door or hatch can take 5 points of damage before it gives in. More sturdy doors require more force, and also have an armor rating (page 40).

Chases

In chases, on foot or using vehicles, movement is also managed differently. See page 48.

Vehicles

Movement for vehicles is handled with special rules. Read more on page 46.

Retreat

If you have an active enemy at Engaged range and there is no barrier between you, you must make a Mobility roll to move away from your adversary. If you fail, you still move but your enemy gets an immediate, free close combat attack against you. The free attack occurs out of turn order and it doesn't count toward their actions in the round. You cannot block it.

AMBUSHES & SNEAK ATTACKS

The key to winning a conflict is often attacking when your enemy least expects it. You can achieve this in several different ways.

Sneak Attack

When you sneak up on someone undetected and perform an attack, it is called a sneak attack. First you make a Stealth roll. Moving close enough to attack in melee combat

(Engaged range) gives you a -2 modifier. If you fail, the enemy notices you – draw initiative.

If you succeed, your attack counts as surprising, which means that you can choose any initiative card you want. For a close combat sneak attack, you also get a $+3$ modifier, and the target cannot block the attack. Sneak attacks are always performed individually, by one attacker against one target.

Ambush

A special kind of sneak attack is an ambush – lying in wait for an enemy and attacking as it passes by. In this case, each victim makes an Observation roll to spot the ambush, with a -2 modifier if the attackers are well prepared. All those who fail get the bottom cards (counting from #10 and up), randomly drawn.

CLOSE COMBAT

When you attack in close combat, use the Melee skill. Close combat happens at Engaged range from your target. There can be no barrier between you and your target. If there is, you must first cross the barrier. Cover has no effect against close combat attacks.

Damage

If your roll succeeds, you hit your adversary and inflict your weapon's base damage rating on them. Each extra success will increase the damage by 1.

Stance

If you are prone, your close combat attacks get a -2 modifier. Getting up is a fast action. Close combat attacks against a prone target get a $+2$ modifier.

Defenseless Target

If you attack a defenseless or unaware target,

you get a $+3$ modifier. This is not further increased if the target is prone.

Special Attacks

In close combat, you might want to achieve a different result than simply hurting your opponent. This must be declared before you roll any dice, and it can only be done if you fight unarmed.

- You wrestle a hand-held item from your opponent's grasp.

You can keep the item or throw it into an adjacent zone as part of the attack.

- You trip your opponent to the ground.
- You push your opponent to Short range.
- You pin your enemy in a tight clinch. See Grappling, below.

Grappling

If you successfully grapple your opponent, both you and your opponent fall to the ground. The opponent drops any weapon they were holding, and cannot move. The only action they can perform is an attempt to break free – which is a slow action that succeeds if the opponent wins an opposed Melee roll against you. While you are grappling, the only action you can perform (apart from releasing your opponent) is a grapple attack. This works as a normal unarmed attack, but is a fast action and cannot be blocked.

Diving Blow

If you, in a single round, first move into Engaged range of an enemy and then attack them with an unarmed blow, you get a $+2$ modifier to the attack. This is called a diving blow. If the attack hits, you inflict damage normally, and both you and the target fall prone. If the attack fails, only you fall to the ground.

Blocking

When an enemy attacks you in close combat, you can roll for Melee to block their attack to avoid being hit. This is a fast action. You must declare that you are attempting to block the attack before the attacker rolls for their strike. This effectively turns the attack into an opposed roll (page 25). Every success you roll eliminates one from the attacker's roll. Excess successes have no effect.

Blocking Unarmed

If you are unarmed, you can only block unarmed attacks from other humanoids. To block an armed close combat attack, or an attack by an animal or beast of some type, you need to wield some kind of sturdy weapon or tool.

Actions

Blocking breaks the turn order, but it does count against your two available actions in the round (one slow and one fast). For every block you perform, you get one less action when it is your turn, and once you have used both your actions during the round for blocks, you can no longer block further attacks. All actions are refreshed at the beginning of each new round. You can save unused actions to block later in the round, but never from one round to the

Close Combat Modifiers

| Factor | Modifier |
|--------------------|----------|
| Attacker prone | -2 |
| Target prone | +2 |
| Defenseless target | +3 |
| Diving blow | +2 |

RANGED COMBAT

To attack someone with a hand-held ranged weapon, roll for Marksmanship, except for thrown weapons, which use Mobility. To draw a weapon is a fast action, while firing a weapon is a slow action.

Damage

If your attack succeeds, you hit your target and inflict your weapon's base damage rating on them. Each extra success increases the damage by 1.

Range

The weapons tables indicate the range of each weapon, i.e. the maximum range category at which the weapon can be used. The farther away your target is, the harder it is to hit. At Medium range you get a -1 modification, and at Long range you get -2. At Engaged range you get -3, because it's hard to draw a bead on an opponent that close. You don't get this penalty if you fire at a defenseless or unwitting enemy - instead, you get a +3 modification.

Target Size

Firing at a large target, such as a vehicle, gives a +2 modifier to the attack. Firing at a small object, such a hatch or a hand-held item, gives a -2 modifier.

Unseen Target

If you can't see your target (because of darkness or cover) but still have a good idea of where they are, you can still fire, but with a -2 modifier.

Aimed Fire

If you take your time to aim carefully before squeezing the trigger, you get a +2 to your attack roll. Aiming is a fast action. If you do anything else except shoot your weapon after

Ranged Combat Modifiers

| Factor | Modifier |
|----------------|----------|
| Aimed shot | +2 |
| Target Engaged | -3/+3 |
| Short range | — |
| Medium range | -1 |
| Long range | -2 |
| Extreme range | -3 |
| Large target | +2 |
| Small target | -2 |
| Dim light | -1 |
| Darkness | -2 |

you have aimed, or if you are hurt, you lose the effect of the aim and you need to spend another fast action to aim again.

Telescopic Sight

If your weapon has a telescopic sight, you can aim as a slow action and get a further +1 bonus (for a total of +3). Note that you cannot slow aim and fire in the same round.

Ammunition

Ammunition for firearms can be handled in different ways, depending on the technological level of the game setting and level of complexity you want in your game. You can count every bullet, handle ammunition via supply rolls (page 12), or use the more extensive ammo dice system (see the adjacent sidebar). Simple single-shot weapons need to be reloaded after each shot. Reloading a firearm is a slow action.

Bows & Slingshots

Bows and slingshots cannot be “reloaded” as such – instead, you need to spend a fast action to prepare the weapon by nocking an arrow or placing a stone in your sling. Once you have readied your weapon, you can’t do anything except shoot or aim (above) – if you do

Ammo Dice

If you want more detail and complexity for managing firearms, you can use the ammo dice system. Ammo dice are always D6s, and should have a separate color from base dice. In this system, all firearms have a rate of fire (RoF) rating, from 2 for a typical pistol to 5 or 6 for full-auto weapons.

You can add as many ammo dice to your attack as you like, from zero up to RoF or the number of rounds left in the magazine minus one, whichever is lower. For example, if you have three rounds left, you can add up to two ammo dice. If you have only one round left, you cannot add any ammo dice to our roll. In this case, or if you choose to use no ammo dice, only one (1) round of ammunition is used in the attack.

Rolling a 6 on an ammo die is a success just like with a D6 base die, but successes on ammo dice do not contribute to hitting your target. Instead, if your attack hits (checking only the base dice), each success your ammo dice can be used to either increase the damage by one step or to trigger an additional hit on the same target or on a secondary target in the same zone. Each additional hit inflicts base damage and the damage is increased by one for each further success you spend on it.

After your roll, you sum up the D6 digits on all of your ammo dice, then add one (1) to the result. This sum is the total amount of ammunition you have spent on the attack. If the sum on your ammo dice is equal to or more than the number of rounds you have left in the magazine, your magazine is completely emptied.

anything else, you must prepare the weapon again before you can shoot. Crossbows don't need to be prepared in this manner. They can be carried loaded as a firearm, and loading it is a slow action.

Full-Auto Fire

Some weapons are capable of full automatic fire. The rules to use for this, or even whether to have specific rules for it at all, depend on the level of complexity you want. A basic version follows below. For more complex rules, see the sidebar for ammo dice.

Basic Autofire

A burst of auto fire counts as a normal ranged attack, but if you hit, you may immediately make another attack against the same target or a different one. If you hit again, you may make a third attack. Even if this also hits, you don't get more attacks. After all attacks are resolved, you must make a supply roll (page 12) for ammunition.

Overwatch

As a fast action, you can assume an overwatch position in a specified direction, as long as you have a ranged weapon and no enemies within Engaged range. This means that you aim in the specified direction and are ready to shoot. Between the time you assume the overwatch position and your time to act in the next round, you can fire your weapon against a target in the chosen direction.

You can fire whenever you want in the turn order, and your shot is resolved before all other actions – even if they are already declared. For example, if an enemy in the direction you are aiming declares that they want to fire a weapon, you can shoot first. The enemy is not allowed to change their attack after your overwatch attack.

Firing when in overwatch position counts as

a normal attack (a slow action). Therefore, you must save your slow action in the round for any overwatch attack you want to make.

If both you and an enemy assume overwatch positions against each other, and both choose to fire against each other, then an opposed Marksmanship roll determines which attack goes first. This roll does not count as an action for either of you.

Losing Overwatch

You keep your overwatch position until you break it, or any of the following occurs:

- You perform any action other than overwatch fire.
- You are attacked in close combat.
- You suffer damage.

WEAPONS

Using a weapon will greatly improve your effectiveness in combat. The table below describes a few typical weapons of various types. Which exact weapons to include in your game depends greatly on the setting of the game. The features used in the weapon tables are explained below.

Grip

Indicates if you need one or two hands to wield the weapon. A two-handed weapon can't be combined with a shield, and some critical injuries will prohibit the use of two-handed weapons.

Bonus

Indicates any bonus base dice you get when using the weapon. This bonus can be reduced

by damage or by pushing rolls (page 23). If the bonus is reduced to zero, the weapon breaks and needs to be repaired using the Crafting skill.

Damage

Indicates your base damage rating, i.e. how many points of damage your opponent suffers if your attack is successful. If you roll extra successes, you deal additional damage.

Range

Indicates the maximum range category at which the weapon can be used.

Weight

Indicates how many regular items the weapon counts as in the inventory list.

Weapons

| Weapon | Grip | Bonus | Damage | Range | Weight |
|------------------|------|-------|--------|---------|--------|
| Unarmed | — | — | 1 | Engaged | — |
| Blunt instrument | 1H | +1 | 1 | Engaged | 1 |
| Knife | 1H | +1 | 2 | Engaged | 1/2 |
| Club | 1H | +2 | 1 | Engaged | 1 |
| Sword | 1H | +2 | 2 | Engaged | 1 |
| Battleaxe | 1H | +1 | 3 | Engaged | 2 |
| Spear | 1H | +1 | 2 | Short | 1 |
| Rock | 1H | — | 1 | Medium | 1/4 |
| Sling | 1H | +1 | 1 | Medium | 1/2 |
| Bow | 2H | +1 | 1 | Long | 1 |
| Pistol | 1H | +2 | 2 | Medium | 1/2 |
| Rifle | 2H | +2 | 2 | Long | 1 |

DAMAGE & STRESS

Damage can reduce your Health. And stress gives you Stress points, which increases your chances of panicking (see page 23).

Suffering Damage & Stress

You can suffer damage in many ways. These are the most common:

Pushing

When you push a roll, your Stress level increases by one.

Attacks

Whenever you attack someone in combat, you inflict damage equal to the base damage rating of the weapon, plus one additional point of damage for each extra success rolled beyond the first. The same goes for damage from explosions, fire, etc.

Stressful Situations

When your PC is subjected to fear or a stressful situation, the GM determines the potential stress inflicted (see the adjacent table). You then make an Insight roll (not an action) – each success rolled eliminates one point of potential stress. You can push the roll, taking one more stress point when you do.

Body Armor

Body armor can protect you from damage. Armor doesn't provide protection from other kinds of damage, or from damage you inflict on yourself when you push a roll. The effect of armor is determined by its armor rating, a numerical value.

When you suffer damage from a physical attack, roll a number of base dice equal to the armor rating. Every success you roll decreases the damage by one. This roll does not count as an action and cannot be pushed.

Stressful Situations

| Factor | Modifier |
|-------------------------------------------------------------|----------|
| Being threatened with violence | 1 |
| Seeing a friendly character suffer a lethal critical injury | 1 |
| Seeing something unnatural | 1 |
| Seeing a friendly character die | 2 |
| Being interrogated | 2 |
| Facing a frightening supernatural being | 2 |
| Witnessing a massacre | 3 |
| Being tortured | 3 |
| Witnessing a horrible supernatural event | 3 |

Degrading Armor

If any damage penetrates your armor, its armor rating is decreased – every bane you rolled reduces the armor rating by one step. If the armor absorbs all the damage, any banes rolled have no effect. Armor can be repaired by using the Crafting skill.

Cover

When enemies are shooting at you, hunkering down behind cover – preferably something solid – can save your life. Taking cover in the zone you're in counts as a fast action. Cover has an armor rating and works exactly like armor – but only against ranged attacks. Cover can be degraded just like armor. Cover can be combined with armor – roll for cover first, then armor.

Cover

| Barrier | Armor Rating |
|-------------|--------------|
| Furniture | 3 |
| Wooden door | 4 |
| Tree trunk | 5 |
| Wooden wall | 6 |
| Stone wall | 8 |

BROKEN

In *Horror*, when your Health points fall to 0, you become broken. Being broken basically means you are taken out of action, and you might risk even lethal injuries. When broken, you can't perform any actions or roll for any skills. You can't go below 0 in Health. If you suffer further damage, you may suffer an additional critical injury, however.

Recovery

Being broken is not fatal in itself – only critical injuries (page 41) can actually kill you. There are two ways to recover after being broken, assuming you're not dead.

Getting Help

Someone can help you recover by using the Healing skill. This is a slow action. If the roll is successful, you immediately heal damage or stress equal to the number of successes rolled. The Healing roll only has this effect on a broken victim.

On Your Own

If no one is around to help you, you automatically heal one point of damage or stress after one shift has passed.

Not Broken?

If you are not broken, you **heal one point of damage or stress per shift**. This assumes that you are not starving, dehydrated, or hypothermic (page 43). You can heal damage and stress at the same time.

Broken NPCs

NPCs can be broken in the same ways as PCs. An NPC can use Healing on a PC and vice versa. However, dice are usually not rolled when an NPC heals another NPC – instead, the GM decides what happens. The GM can also decide that a minor NPC who is broken by damage simply dies.

CRITICAL INJURIES

Critical injuries are dangerous, even lethal, injuries to your body or mind. There are two ways to suffer critical injuries in *Horror*: you suffer a critical injury when your Health is reduced to zero, and you suffer a physical injury when an attack against you rolls two or more successes.

Rolling For The Crit

When you suffer a critical injury, roll on the tables on page 42 to see what it is.

Death

Physical critical injuries can be lethal. If you suffer such an injury, you must make a death save when the listed time limit has passed – one round, stretch, or shift. If the time limit is round, make the roll on your next turn. The death save is not an action in itself.

A death save is a roll for Stamina. If a death save fails, you die. If you succeed, you linger on, but you must make another death save when the listed amount of time has passed again.

Stabilizing Crits

To stabilize a lethal critical injury and save your life, one or more Healing rolls must be made. Medical gear can give positive modifiers to the roll.

The Healing roll takes the same amount of

Critical Injuries

| D66 | Injury | Lethal | Time Limit | Effects | Healing Time |
|-----|---------------------|--------|------------|--------------------------------------------------------------------------------------------|--------------|
| 11 | Winded | No | — | None. | — |
| 12 | Stunned | No | — | None. | — |
| 13 | Crippling pain | No | — | None. | — |
| 14 | Sprained ankle | No | — | Mobility -2 and movement is a slow action until a Healing roll is made. | — |
| 15 | Blood in eyes | No | — | Observation and Marksmanship -2 until a Healing roll is made. | — |
| 16 | Concussion | No | — | Mobility -2 | D6 |
| 21 | Severed ear | No | — | Observation -2 | D6 |
| 22 | Broken toes | No | — | Movement becomes a slow action. | D6 |
| 23 | Broken hand | No | — | Hand cannot be used. | D6 |
| 24 | Knocked out teeth | No | — | Persuasion -2. | D6 |
| 25 | Impaled thigh | No | — | Movement becomes a slow action. | 2D6 |
| 26 | Slashed shoulder | No | — | Arm cannot be used. | D6 |
| 31 | Broken nose | No | — | Persuasion and Observation -1 | D6 |
| 32 | Crotch hit | No | — | One point of damage for every Mobility or Melee roll made. | D6 |
| 33 | Broken ribs | No | — | Mobility and Observation -2 | 2D6 |
| 34 | Gouged eye | No | — | Marksmanship and Observation -2 | 2D6 |
| 35 | Busted kneecap | No | — | Movement becomes a slow action. | 2D6 |
| 36 | Broken arm | No | — | Arm cannot be used. | 2D6 |
| 41 | Broken leg | No | — | Movement becomes a slow action. | 2D6 |
| 42 | Crushed foot | No | — | Movement becomes a slow action. | 3D6 |
| 43 | Crushed elbow | No | — | Arm cannot be used. | 3D6 |
| 44 | Punctured lung | Yes | Shift | Stamina and Mobility -2. | D6 |
| 45 | Bleeding gut | Yes | Shift | One point of damage for every Mobility or Melee roll made. | D6 |
| 46 | Ruptured intestines | Yes | Shift | Disease with virulence 6. | 2D6 |
| 51 | Busted kidney | Yes -1 | Day | Mobility -2 and movement is a slow action. | 2D6 |
| 52 | Severed arm artery | Yes -1 | Stretch | Arm cannot be used. | D6 |
| 53 | Severed leg artery | Yes -1 | Stretch | Movement becomes a slow action. | D6 |
| 54 | Severed arm | Yes -1 | Shift | Arm cannot be used. | Permanent |
| 55 | Severed leg | Yes -1 | Shift | Movement becomes a slow action. | Permanent |
| 56 | Cracked spine | No | — | Paralyzed from the neck down. If no Healing roll is made in time, the effect is permanent. | 3D6 |
| 61 | Ruptured jugular | Yes -1 | Round | Stamina -1. | 2D6 |
| 62 | Ruptured aorta | Yes -2 | Round | Stamina -2. | 3D6 |
| 63 | Disemboweled | Yes | | Instant death. | — |
| 64 | Crushed skull | Yes | | Your story ends here. | — |
| 65 | Pierced head | Yes | | You die immediately. | — |
| 66 | Impaled heart | Yes | | Your heart beats for the last time. | — |

time to perform as the time limit of your critical injury. If the roll succeeds, the time limit of your crit is increased by one category (e.g., from round to stretch). When a crit with a time limit of a shift is successfully treated, you no longer risk dying and you don't need to make any further death saves. If the Healing roll fails, trying again is allowed – but only after another death save has been made.

Broken

If you are both broken and have sustained a lethal critical injury, two separate Healing rolls are needed: one to get you back on your feet, and another one to save your life. These two rolls can be made in whichever order you prefer.

Instant Kill

Note that some critical injuries will kill you outright. If you gain any of these, your character dies immediately. No death save is allowed.

Healing Crits

Each critical injury has a specific effect that you suffer during the healing time indicated, which is measured in days. If you have several crits, they will heal simultaneously. If an injury is listed as permanent, it will never heal.

Skill Modifiers

Skill roll modifiers due to critical injuries are cumulative, and apply even if you don't have the skill.

Care

If someone tends to you for a shift per day during the process of healing a critical injury and makes a Healing roll, that day counts double.

Damage

Note that you can heal all of your damage, but still suffer the effects of a critical injury

OTHER HAZARDS

Bullets and knives aren't the only dangers you'll have to face.

Darkness

In complete darkness, you have no choice but to feel your way around. To run in complete darkness requires a successful Mobility roll, and you take one point of damage if you fail. You can attack opponents at Engaged range normally in darkness, but with a -2 modifier. At Short range, you must roll for Observation successfully (no action) to be able to attack the target, also with a -2 modifier. You cannot hit targets at Medium range or more in total darkness.

Fire

When exposed to fire, roll for its intensity, a value ranging from 3 to 9.

Effect

For every success rolled for the fire, you suffer one point of damage. If you take damage, you catch fire and continue to burn. When burning, you suffer another attack each round, on your turn. The intensity increases by one step each round. As soon as a fire attack inflicts no damage, the fire goes out by itself. You, or a friend at Engaged range, can put out the fire with a successful Mobility roll (slow action). Using a blanket or similar object gives a $+2$ modifier.

Crits

Fire doesn't cause normal critical injuries. Instead, if you are broken by fire damage, or

suffer fire damage when already broken, you must make a death save on your turn every round until you die or you are saved by a Healing roll.

Explosions

The force of an explosion is measured by its blast power. For each person within Short range of the blast (i.e., in the same zone), roll for the blast power. See the table below, which also indicates the base damage rating of the explosion. The roll cannot be pushed.

Effect

If one or more successes are rolled, the target is hit by the blast and suffers the base damage. The damage done is increased by one for each additional success rolled beyond the first. Victims at Engaged range from the detonation suffer one extra point of damage (a minimum of one point).

Effect Radius

Powerful charges can harm victims even at Medium range (i.e., adjacent zones) if nothing blocks the blast. The blast power is then reduced by 6.

Blast Power

| Dice | Base Damage |
|------|-------------|
| 12 | 4 |
| 9 | 3 |
| 6 | 2 |
| 3 | 1 |

Falling

Falling on a hard surface automatically inflicts an amount of damage to you equal to the height of the fall (in meters) divided by 2, rounding all fractions down. In a controlled jump, roll Mobility – each success rolled reduces the damage done by one.

Drowning

All PCs are assumed to know how to swim. If you end up in water, you need to make a Stamina roll every stretch to stay afloat. If you wear metal armor, you sink. Under water, you need to make a Stamina roll every round to hold your breath. If you fail, you start to drown and suffer one point of damage to Strength every round until someone saves you. If you are broken when drowning, you die after one stretch.

Poison

Poisons are measured by its toxicity. A weak poison has toxicity 3, a strong poison has toxicity 6, and an extremely potent poison can have toxicity 9 or even more. If you ingest poison, make an opposed roll for Stamina against the toxicity. If you fail the roll, you suffer its effect below. Antidotes can halt the effect of a poison.

Lethal Poison

You take one point of damage on your turn each round until you are broken, at which point you roll again to resist the poison. If you fail, you die.

Paralyzing Poison

You cannot move or perform any actions for one stretch.

Sleeping Poison

You fall asleep, unable to wake up for a shift.

Disease

When exposed to a dangerous contagion or infection, make an opposed roll for Stamina against the virulence rating of the disease. This is called an infection roll. A typical disease has a virulence of 6 (C in the step dice system, roll two base dice of the corresponding type), but there are diseases with much higher virulence.

If you fail the roll, you fall ill, which means you suffer one point of damage and cannot heal damage. Make another infection roll once per day. Each failed roll means you suffer another point of damage. If you are broken by damage while sick, you die after another day if you're not given aid (below) before then.

As soon as you succeed at an infection roll, you are no longer ill. Stop rolling infection rolls and heal your damage normally.

Healing

If you are cared for by someone during your sickness, this person can roll your sickness rolls instead of you. The healer rolls for their Healing skill with a +2 modifier.

Cold

When the cold is bitter and you don't have adequate clothes or shelter (GM's discretion), you must roll for Stamina at regular intervals. The colder it is, the more frequently you need to roll. A chilly fall day requires a roll per day – in winter, you might have to roll once every shift or even every stretch in extreme conditions. Extra protection, like a blanket, can give a bonus to your roll.

If you fail, you become hypothermic and suffer one point of damage and one point of stress (damage to Strength and Wits). You also cannot heal naturally. You must keep rolling for Stamina at the same interval, suffering more damage and

stress each time you fail. If you are broken while hypothermic, you die the next time you need to roll. Only after you have warmed up, if only by a campfire, are you able to heal again.

Starvation

You must eat a ration of food at least once every day. After a day without food, you starve. When starving, you don't heal damage (Strength) normally. You heal stress (other attributes) normally. You also suffer one point of damage per week. If you are broken while Starving, you die after another week without food. As soon as you have eaten, you are no longer starving.

Sleep Deprivation

You need to sleep for at least one shift each day. After one day without sleep, you cannot heal stress (damage to Wits). If you are broken by stress (damage to Wits) while sleep deprived, you collapse and sleep for at least one shift, and are unable to wake up during that time. As soon as you have slept for at least a shift, you are no longer sleep deprived.

MOUNTS

A horse or other riding animal can be a useful asset. The animal can carry gear for you, and you can take advantage of being in the saddle during combat.

Movement

Mounts allow you to move faster in combat than on foot. When making a move action, make a Mobility roll – for each success, you may move an additional zone. Mounts generally can't move into Cramped zones at all. In Cluttered zones, they can only move one zone per action.

Move

When you are on horseback and make a Mobility roll, use the animal's Agility instead of your own.

Close Combat

You can fight from horseback, but only with one-handed weapons. Opponents attacking you must decide if they attack you or the horse. Attacks against a mounted rider suffer a -1 penalty.

Ranged Combat

All ranged attacks from horseback suffer a -2 modification. Opponents shooting at you must decide if they attack you or the horse.

Damage

Your mount can suffer damage, just like you, through attacks or by pushing rolls when you are using the animal's attribute score. Animals recover damage just like PCs. An animal that has its Health points reduced to zero does not suffer a critical injury, instead it is considered perished. Animals generally don't have Wits or Empathy.

VEHICLES

In modern setting games, vehicles can play a big role. Driving under normal circumstances requires no dice roll but more advanced maneuvers require a Mobility roll.

Getting into or out of a vehicle is typically a slow action. Getting on or off a motorcycle or bicycle is a fast action. Starting a vehicle is typically a fast action.

Vehicle Attributes

A few typical vehicles are listed in the table on page 47.

Passengers

The number of people that can ride in the vehicle, in addition to the driver.

Maneuverability

A modifier to all skill rolls with this vehicle. Fast and agile vehicles have higher scores than slow and heavy ones.

Hull

How much damage the vehicle can take before becoming wrecked.

Armor

The armor rating of the vehicle.

Travel Speed

Indicates the speed of the vehicle on-road/offroad per shift of driving. Read more on page 55.

Vehicles In Combat

When operating a vehicle in combat, you can move one zone with a fast action just like on foot, and you can move farther by rolling for a vehicle maneuver, modified by the Maneuverability of the vehicle. For each success, you move one additional zone.

Ramming

Most vehicles can be used as weapons. It counts as a close combat attack but is rolled for with a driving skill roll. The base damage rating of the attack equals your vehicle's Hull rating divided by two, rounded up.

Typical Vehicles

| Vehicle | Passengers | Maneuverability | Hull | Armor | Travel Speed |
|---------------------------|------------|-----------------|------|-------|--------------|
| Car | 4 | +1 | 4 | 3 | 10/1 |
| Truck | 3 | — | 8 | 3 | 8/1 |
| Motorcycle | 1 | +2 | 2 | — | 9/2 |
| Dirtbike | 1 | +2 | 2 | — | 6/4 |
| Pickup truck | 3 | +1 | 2 | 4 | 9/4 |
| Armored personnel carrier | 8 | — | 3 | 8 | 8/6 |
| Battle tank | — | — | 10 | 12 | 7/6 |
| Helicopter | 5 | +3 | 5 | 2 | 40/40 |

Critical Vehicle Damage

| D66 | D6 | Damage | Effects |
|-------|----|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11–13 | 1 | Ricochet | The attack bounces off the vehicle and strikes another random target in the same zone, inflicting the same damage to it. |
| 14–16 | 2 | Skid | The vehicle skids severely. The driver must make an immediate skill roll (not an action) – failure means that the driver loses their next turn, and is unable to perform any actions. |
| 21–23 | 3 | Windshield Shattered | The windshield of the vehicle is shattered, reducing the Maneuverability of the vehicle one step |
| 24–26 | 4 | Driver Hit | The driver is hit and suffers damage equal to the damage inflicted on the vehicle |
| 31–33 | 5 | Passenger Hit | A random passenger is hit and suffers damage equal to the damage inflicted on the vehicle, and a critical injury. Re-roll if no passengers are present. |
| 34–36 | 6 | Wheel Blown | A wheel or thruster on the vehicle is blown out, giving a –2 modifier to all driving skill rolls |
| 41–43 | — | Severe Spin | The attack rocks the vehicle. The driver must make an immediate skill roll (not an action) – failure means that the vehicle crashes and is automatically wrecked. Each passenger then suffers D3 points of falling damage (page 44) plus one for each zone of altitude, mitigated by the vehicle's armor. |
| 44–46 | — | Fuel Fire | The vehicle catches fire. The vehicle and everyone inside is exposed to intensity 6 fire. |
| 51–53 | — | Weapon Disabled | A random weapon mounted on the vehicle is disabled. Re-roll if no weapons are present. |
| 54–56 | — | Massive Crash | The vehicle careens out of control and crashes violently. It is automatically wrecked, and each passenger suffers D6 points of falling damage plus one for each zone of altitude, mitigated by the vehicle's armor. |
| 61–63 | — | Engine Disabled | The engine is disabled, and the vehicle can't continue. An aerial vehicle can make a controlled landing, losing one zone of altitude per round. |
| 64–66 | — | Explosion | The vehicle explodes in a ball of flame. Everyone inside is exposed to a blast power 9 explosion, and the vehicle is destroyed beyond repair. |

Damage To Vehicles

Vehicles suffer damage just like people. When a vehicle has suffered damage equal to or in excess of its Hull rating, it is wrecked. This means that the vehicle is inoperable – you'll need to keep going on foot.

Armor

Most vehicles have an armor rating. Vehicle armor works just like body armor (page 40).

Component Damage

If a vehicle suffers damage equal to half its full Hull rating or more in a single hit, it suffers component damage. See the table on page 47. A component hit from a melee attack against a vehicle is always rolled with a D6.

Passengers

The driver and passengers in a vehicle can be hit by component damage to a vehicle. If they are visible, they can also be targeted directly by a ranged attack. In a ground car, this counts as cover with an armor rating equal to that of the vehicle.

Aerial Vehicles

Aerial vehicles are handled in much the same way as ground vehicles, with some exceptions:

Altitude

At all times, you must keep track of the altitude of the vehicle, measured in zones. When moving a zone, you can either move vertically or horizontally, but not both.

Crashes

If an aerial vehicle is wrecked, it crashes violently to the ground. All people inside suffer D3 points of falling damage plus one for each zone of altitude, mitigated by the vehicle's armor rating. You can also brace

yourself for the hit by rolling Mobility – each success reduces the damage by one.

Repairs

Repairing damage to a vehicle requires one or several Crafting rolls. One roll can be made per shift. Only one person can roll to repair, but others can help. Each success removes one point of damage. If the vehicle was wrecked, it is no longer considered wrecked once one point of damage has been repaired.

Component Damage

If the engine or a mounted weapon has been disabled due to a critical hit, repairing it typically requires a Crafting roll, in addition to any roll for repairing hull damage. The work takes one shift.

CHASES

The rules so far in this chapter mainly deal with a fight between two parties. A different type of confrontation is the chase. Chases can be on foot or use vehicles.

Starting The Chase

A chase can either start directly from a roleplaying situation, or it can follow directly after combat if someone runs off. In either case, the GM declares that a chase is now in progress and decides the starting range between the participants, using the table on page 31 as a reference, up to a maximum of Long range.

Distances in a chase are measured only in range categories (not zones). Most chases are between just two parties – the pursuer and their prey. For guidelines on using multiple participants, see the sidebar on page 50.

Resolution

Chases are played out in rounds like combat, but no initiative is drawn and normal actions are not performed. Instead, each participant gets one maneuver each round, chosen in secret and then revealed, while the GM randomly generates obstacles to place in their way. Obstacles can be rolled up using the tables on pages 51 and 52. The following procedure is used each round of the chase:

1. Each participant selects a maneuver, in secret.
2. The GM randomly generates an obstacle and reveals it.
3. The pursuer and prey both reveal their maneuver.
4. Maneuvers are resolved, with the prey going first and the pursuer last.

A PC or NPC is allowed to cancel a planned maneuver, but no other maneuver may be chosen instead – the participant simply does nothing in the round.

Chase Maneuvers

In each round of a chase, each participant can perform one maneuver, all described below. The maneuvers are chosen secretly – either using cards or by just writing them on a piece of paper.

Maneuvers require skill rolls. These rolls can be affected by the chase obstacle revealed by the GM before the maneuver is resolved. Skills and other factors used for vehicles are indicated in [brackets].

Pursue/Flee

You simply run or drive as fast as you can. Roll Mobility. For each success rolled, the distance to the other participant decreases (if the pursuer) or increases (if the prey) by one range category.

Runners vs Vehicles

If one participant in a chase is running while the other is in a vehicle, the chase rules work normally – just use the applicable skill for each participant. In a bustling street environment, it's not necessarily faster to be driving, but the driver will be more protected. However, in a more open environment where the greater speed of a vehicle comes into play, the participant in a vehicle gets a +2 modifier to all Pursue/Flee rolls in a chase against an opponent on foot.

- If the range exceeds Extreme after both maneuvers in the round are resolved, the chase is over.
- If the range is Engaged (or less) after both maneuvers are resolved, the pursuer may immediately make a close combat attack [ramming attack for vehicles]. The range stays at Engaged.
- If the range would go below Engaged, and the pursuer declines to attack as per above, they can either stay at Engaged range or overtake the prey, and now become the prey themselves, at a distance defined by the number of excess (one excess = Short range, etc.). This latter option will typically only be viable in some sort of race situation.

Hide

You quickly duck into a side alley or hide behind something. This maneuver can only be done by the prey, and never at Short range or less. If the range is Medium, you get a -2 modifier. If the range is Extreme, you get a +2 modifier.

Make an opposed roll for Stealth against the pursuer's Observation. If you win the roll, the chase is over, or you can make a sneak attack against the pursuer at a range of your choosing.

Multiple Participants

If there are more than two participants in a chase, there are two ways to resolve it. The simplest way is to divide the participants into two sides. Only the slowest person/vehicle on each side – the one with the lowest skill level after the Maneuverability modifier (free choice on a tie) – performs maneuvers and rolls dice, except for the Stand and Shoot maneuver, which all participants on the side can perform.

Block

You knock things over behind you, trying to create obstacles for the pursuer. This maneuver can only be done by the prey. Roll for Force (or Mobility if you're driving a vehicle). If you succeed, you move one range category away from the pursuer, and the pursuer must also roll Force (Mobility) before resolving their own maneuver. If that roll fails, their maneuver is canceled.

Cut Off

You try to find a shortcut and cut off the prey. This maneuver can only be done by the pursuer. Make an opposed Mobility roll. If the range is Long or Extreme, you get a -2 modifier. If you win the roll, the distance to the prey is immediately reduced to Engaged, and an immediate close combat/ramming attack can be made as per above. If you lose or roll a tie, the distance is increased to Extreme. If the distance was already Extreme, the chase is over.

Stand And Shoot

You take a breath to aim your weapon and fire. This is conducted as a normal ranged weapon attack.

Firing from Vehicles

Passengers can make ranged attacks from a vehicle in a chase, and these attacks are performed immediately after the driver's maneuver is resolved. However, such attacks get a -2 modifier if the driver performs any maneuver except Stand and Shoot.

Advanced military and police vehicles can have mounted weapons with targeting systems. Such weapons can be fired by a gunner without a penalty even when the driver does not Stand and Shoot. Some very advanced vehicles even have automated targeting systems with their own Marksmanship skill and can fire at the driver's command (no action), eliminating the need for a gunner.

Other

You do something not covered by any other maneuver. Typically, this means no movement relative to the other participant during the Round. The GM has final say.

Chase Obstacles

Each round, after the participants have secretly chosen their maneuvers, the GM randomly generates a chase obstacle. There are two tables for chase obstacles on the following pages – for foot chases and one for ground vehicle chases. You may need to adapt these to the setting of your game.

The obstacles provide flavor for the chase and can also affect the maneuvers chosen by the participants in different ways. The GM is free to adapt the obstacles to the situation at hand, or even choose to create obstacles freely as needed.

Foot Chase Obstacles

| D66 | Obstacle |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11–13 | DEAD END: If the prey has chosen to Pursue/Flee, Hide, or Block, the maneuver fails automatically. |
| 14–16 | FOOD STALL: A food stall or market stand blocks the way. If the prey has chosen to Flee, Hide, or Block, they must first make a Force roll (no action) to crash through the glass. If it fails, the maneuver is canceled, and the prey suffers D3 points of damage. |
| 21–23 | VEHICLE/CART: A car or cart pulls in and blocks the way. This gives a +2 modifier to Pursue/Flee and Stand and Shoot maneuvers, but –2 to Cut Off. |
| 24–26 | CROWD: The crowds of people making their way along the street provide cover for the prey. A Hide maneuver gets a +2 modifier, and even if the prey doesn't Hide, the pursuer must roll Observation (no action). If it fails, their maneuver for the round fails automatically. Any failed Stand and Shoot maneuver means a bystander is hit. |
| 31–33 | MONKS: A throng of robed, chanting monks blocks the road. The prey must roll Persuasion (no action) to convince them to move. Success gives a +2 modifier to any Hide maneuver. A failed roll means that the prey's maneuver fails automatically. |
| 34–36 | GUARDS/POLICE: A pair of guards or police try to block the chase, weapons drawn. This gives a –2 modifier to Pursue/Flee, Hide and Stand and Shoot. Anyone who performs the Stand and Shoot maneuver will be attacked by the guards. |
| 41–43 | OLD MAN: An old man grabs at the pursuer and starts chattering away, clearly after money. The pursuer must give the man some money or push him away with Force. If it fails, their maneuver for the round fails automatically. |
| 44–46 | GARBAGE: There is garbage and debris all over the street, making the ground slippery. Any Pursue/Flee maneuvers get a –2 modifier this round, while Block gets +2. |
| 51–53 | OPEN SPACE: The chasers suddenly find themselves in an open space, the crowds clearing for a moment. This gives a +2 modifier to Stand and Shoot but –2 to Hide. |
| 54–56 | THUGS: D6 street thugs block the road, threatening violence. The prey must roll Persuasion (no action) to be allowed to pass. A failed roll means that the thugs attack – the chosen maneuver fails automatically and one thug attacks in close combat. If the Persuasion roll succeeds, the thugs will attack the pursuer instead. |
| 61–66 | Roll again. |

Vehicle Chase Obstacles

| D66 | Obstacle |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11–13 | DEAD END: If the prey has chosen to Pursue/Flee, Hide, or Block, the maneuver fails automatically. |
| 14–16 | DOWNPOUR: A sudden downpour makes it difficult to see and the pavement slippery. The Pursue/Flee maneuver gets a disadvantage, but Hide gets an advantage. |
| 21–23 | VEHICLE/CART: A car or cart pulls in and blocks the way. This gives an advantage to the Block maneuver, but a disadvantage to Pursue/Flee, and any failed such maneuver inflicts D3 points of damage to the driver's vehicle. |
| 24–26 | RED LIGHTS: The traffic lights by a pedestrian crossing turn red, and a throng of people cross the street. This gives an advantage to the Cut Off maneuver, but a disadvantage to Pursue/Flee and Stand and Shoot. Any such failed maneuver will result in collateral damage. |
| 31–33 | PATROL CAR: A police patrol car joins the fray, sirens blaring. This gives a disadvantage to Pursue/Flee, Hide, and Stand and Shoot. Anyone who performs the Stand and Shoot maneuver will be fired upon by the police. |
| 34–36 | FREEWAY: The vehicles move onto a wide freeway with multiple lanes, the traffic clearing for a moment. This gives an advantage to Pursue/Flee and Stand and Shoot, but a disadvantage to Hide and Block. |
| 41–43 | ROADWORK: A major roadworks is up ahead. It gives an advantage to the Hide, Block, and Cut Off maneuvers, but a disadvantage to Pursue/Flee and Stand and Shoot. A failed Pursue/Flee roll will inflict D3 points of damage to the vehicle. |
| 44–46 | CYCLISTS: A group of dozens of cyclists are making their way along the streets, forming a noisy, clanking, almost impenetrable barrier. This gives an advantage to the Block maneuver, but a disadvantage to Pursue/Flee and Stand and Shoot. Any such failed maneuver will result in collateral damage. |
| 51–53 | TRUCK: A massive truck blocks the way. This gives an advantage to the Cut Off maneuver, but a disadvantage to Pursue/Flee. A failed Pursue/Flee roll will inflict D6 points of damage to the vehicle. |
| 54–56 | ALLEYWAY: The chase enters a narrow alley. Passing through unscathed requires a separate skill roll (no action) before any maneuver is resolved – failure means the vehicle is wrecked and the chase is over. The driver can choose to cancel their maneuver and navigate the alley slowly and carefully (no roll required). |
| 61–66 | Roll again. |

5. TRAVEL

In many *Horror* settings, the world is a dangerous place and safe havens are few and far between. To survive, you need to keep moving. Traveling, whether on foot or by vehicle, can be a key part of your game.

TRAVEL MAPS

To regulate journeys, a travel map is used. A travel map is typically divided into hexagons, which are used to measure distances and govern movement. One hexagon is 10 kilometers across. Some *YZE* games use travel maps with square grids instead of hexagons.

Terrain Types

A travel map is divided into different terrain types. A few typical terrain types are summarized in the table below, but you may

want to invent others specific to your game setting. The terrain types affect travel speed as well as the difficulty of driving, foraging, and hunting.

Roads

Several major roads are marked on the travel map. Traveling along a major road is generally faster – but you also increase the risk of encounters. Only main roads count as roads for game purposes, even if the countryside is crisscrossed with tracks or even small dirt roads.

Rivers

Rivers are also not a type of terrain in themselves, but can be used for traveling. Fords and bridges can be used to pass over a river. If there are none, you need a raft or boat to cross a river, or you must swim across it. Read more about journeys on lakes and rivers below.

Terrain Types

| Terrain | Speed | Driving | Foraging | Hunting | Encounter Distance |
|------------|-------|---------|------------|------------|--------------------|
| Road | x1 | +3 | As terrain | As terrain | Long*** |
| Open | x1 | +1 | -1 | +1 | Extreme |
| Woods | x1/2 | -1 | +1 | +1 | Medium |
| Hills | x1/2 | 0 | 0 | 0 | Long |
| Mountains | x1/3 | -1 | -2 | -1 | Long |
| Lake/River | X1** | +2 | — | 0 | Extreme |
| Swamp | x1/4 | -1 | -1 | 0 | Long |
| Ruins | x1/2 | 0 | -2 | -1 | Medium |

TASKS

At the start of every shift, each member of the traveling party must decide what they will do for most of that shift. You cannot perform more than one task in the same shift, including marching. The only exception to this is that one PC may keep watch while marching. Some tasks can be performed by several of the characters at the same time. For other tasks, a single character must be chosen.

The various tasks are summarized below, and explained in detail over the course of the coming pages.

Marching

Walking on foot to progress on the travel map. Can be combined with keeping watch, for one character only.

Driving

Maneuvering a vehicle on land, water or in the air to progress on the travel map. Passengers can keep watch, rest, or sleep while you drive.

Gathering

Collecting wood or grain to produce alcohol fuel. Must be done on foot.

Keeping Watch

Scouting for enemies and other encounters. Only one character can perform this task. Can be combined with marching.

Foraging

Looking for edible plants and herbs. Must be done on foot.

Hunting

Tracking and killing animals for food. Must be done on foot.

Fishing

Requires a river or a lake.

Making Camp

Only one character can roll for making camp, but others can help.

Cooking

Requires a kitchen or a campfire (which can be set as a part of making camp).

Resting

Can be done in a moving vehicle, as long as you're not driving or keeping watch.

Sleeping

You need to sleep at least one shift per day (page 45). This can be done in a moving vehicle, as long as you're not driving or keeping watch.

Weather

The GM decides the current weather when the game starts, and then rolls a D6 at the start of each shift (or less often if they prefer). On a bane, the weather changes one step toward rain. On a success, the weather changes one step toward fair.

- **HEAVY RAIN/SNOW:** Limits visibility to Long in the morning and day shifts, and to Short during the evening and night. Gives a -1 modifier to all ranged attacks. Requires a Stamina roll for marching (page 55) and gives a -2 modifier to skill rolls for driving. A heavy rain will only last one shift – then the weather automatically shifts to cloudy.
- **CLOUDY:** Cloud cover reduces visibility during the evening and night shifts of the day to Medium.
- **FAIR WEATHER:** Maximum visibility in the evening and night shifts is Long.

MARCHING

Under good circumstances, you can march two hexes per shift on a road or in open terrain. Off-road in any terrain type except open, you can march one hex per shift.

Weather

In heavy rain, each PC needs to make a Stamina roll to march – if you fail, your base movement for this shift is reduced by one hex (which can mean you don't move at all). If some PCs succeed and others fail, you need to decide whether to leave stragglers behind or wait for them.

Darkness

Marching off-road at night requires a Survival roll. Only one person rolls for the entire group. Failure means that you cannot find your way, and no progress is made during this shift.

Encounters

Short breaks are included in the travel speeds in the list, but if you stop for more than a few minutes along the way – because of an encounter or something else – you will not be able to travel the entire distance during the shift.

The GM has the final word on how many hexes of movement you lose when stopping for an encounter.

Forced March

You can march for two of the four shifts of the day without problem. If you need to, you can push yourselves and march for a third shift in a single day. This requires that each of you make a Stamina roll (in addition to any roll for heavy rain).

Failure means that you are unable to march during the shift – instead, you must rest or sleep. If your Stamina roll succeeds, you can

choose to leave any stragglers behind and split up the group, or you can stay and wait for them.

If you are in a real rush, you can even attempt to march for a fourth shift in the day. In that case, you must roll for Stamina again as outlined above, but the roll gets a –2 modifier.

DRIVING

All characters in a modern setting are assumed to be able to drive any civilian vehicle under normal circumstances. The vehicle list on page 47 indicates maximum travel speeds, in 10-kilometer hexes per shift. Two separate rates are given, one for traveling off-road and one for traveling on-road. If the listed speed for off-road travel is a dash (–) the vehicle cannot be driven off-road at all.

Normally, you will choose on-road or off-road driving for a full shift, but the GM can allow splitting a shift in half, at their discretion.

Encounters

As for marching, short breaks are included in the travel speeds for vehicles, but if you stop for more than a few minutes, you will not be able to travel the entire distance. The GM has the final word on how many hexes of movement you lose when stopping for an encounter.

Terrain

When driving off-road, difficult terrain can reduce your speed. A terrain speed factor of $\times\frac{1}{2}$ in a hex means that you need to spend two hexes of movement to drive into it, a speed factor of $\times\frac{1}{3}$ means you need to spend three hexes of movement, etc. You will sometimes need to accumulate movement over multiple shifts to move into a hex. When driving on-road, the terrain has no effect.

Driving At Night

Driving off-road at night halves the effective travel speed, rounding fractions up.

Mishaps

At the start of each shift you drive, you must make a skill roll for driving, modified for terrain type. If you drive off-road into a new terrain type during a shift, you need to make an additional roll. In heavy rain, you get a -2 modifier. If you fail, you suffer a mishap – make a roll on the table below.

Typically, a mishap occurs about halfway into the movement of the shift – the GM decides the exact hex.

Fuel

Vehicles need fuel to operate. The lists in chapter 5 indicate each vehicle's fuel capacity (in liters) and fuel consumption (in liters per hex driven). Off-road, the fuel consumption is doubled.

Mounts

During travel, you can only ride for two shifts per day. To ride for a third shift, you need to make a Mobility roll. If you fail, your mount goes lame and becomes incapacitated. A mount needs at least one shift of rest per day.

Vehicle Mishaps

| 2D6 | Mishap | Effect |
|-----|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | Broken Axle | The vehicle becomes inoperable, needing a shift of repairs and a successful Crafting roll before it can continue |
| 3 | Roadkill | The vehicle hits a random animal (roll on the hunting table). The animal is killed (and can be used for food), but also inflicts damage on the vehicle front equal to half its hit capacity (rounding up). |
| 4 | Busted Gearbox | The vehicle cannot move any further. Fixing the problem requires a Crafting roll and shift of work |
| 5 | Dirty Fuel | The engine stops due to dirt or water in the fuel. All of the fuel in the tank needs to be drained and the vehicle refueled before it can continue. |
| 6 | Bogged Down | The vehicle gets stuck and moves no further this shift. Getting loose requires a Force roll or help from another vehicle. One attempt per shift can be made. |
| 7 | Wrong Turn | The driver makes a wrong turn somewhere and needs to turn around and go back. One hex of movement is lost this shift. |
| 8 | Roadblock | The road ahead is blocked by debris, a landslide, or fallen trees. The driver must choose a different hex to move into, or remove the obstacle (Force roll, taking one shift). |
| 9 | Engine Overheated | The vehicle must stop for the rest of the shift. |
| 10 | Blown Tire | The vehicle cannot move any further. Fixing the problem requires a Crafting roll with a +2 modifier. One attempt per shift can be made. |
| 11 | Crash | The vehicle crashes into a tree, rock, or barricade, and suffers damage equal to its travel speed rating. |
| 12 | Engine Blown | The vehicle becomes wrecked (page 48). |

KEEPING WATCH

During every shift, you can designate one character in your group who is responsible for scouting for threats and enemies. The lookout can keep watch and march at the same time. A lookout is useful during every shift, even after you make camp.

You don't need to have a lookout, but without one you have no chance of spotting threats before they are upon you. During journeys, the lookout makes a passive Observation roll (cannot be pushed) when the GM indicates that the group is approaching an encounter. The distance between the lookout and the encounter depends on the terrain that you are traveling in. See the table on page 53.

If the roll is successful, your lookout spots the other group before you are spotted yourselves. You can then decide whether to show yourselves, back off, or set up an ambush. If your Observation roll fails, the other group spots you first.

Backing Off

If you back off from an encounter without being spotted, you can circle around it, off-road. This will cost you an additional hex of off-road movement (modified by terrain), before you can continue forward.

Vehicles

If you travel on or in a motor vehicle and the group you encounter is on foot, you get a -2 modifier to the Observation roll to spot the encounter. If you are on foot while the encountered group is motorized, you get a +2 modifier to the roll. If both groups are in vehicles, roll normally.

Navigation

When moving off-road through a hex with no road in it, no matter if you are marching or driving, one person in your group must make a Survival roll to enter a new hex. If the roll fails, you enter another hex than the one intended. Roll any die – on an even roll, you enter the hex to the right of the target hex, and on an odd roll, the hex to the left.

FORAGING

If you are running out of provisions, you can spend a shift looking for edible plants or drinkable water in your current hex. To forage, first choose whether you are looking for food or water. Then make a Survival roll, modified by the terrain type.

When foraging for food, success means that you find a number of rations of raw food equal to the number of successes you rolled. You can eat raw plants, but you will then need to make a sickness roll against virulence 3 to resist food poisoning.

Only one character can forage for food or water in the same hex during the same shift, but others can help the roll (page 25). For each shift you forage again in the same hex, you get a -1 cumulative modifier. This modifier is reset after a week, except in wintertime.

HUNTING

Another way to find food during a journey is to hunt in your current hex. First roll for Survival, modified for the terrain type. Success means that you have tracked some kind of prey. Roll on a hunting table based on the game setting to see what type of animal it is. You'll find an example of a hunting table on page 58. If you roll multiple successes, you manage to track several prey – roll once for each, and then choose which one to hunt.

To kill a prey you have tracked, you must first make an Observation roll to move into position without alerting the animal. Second, you must make a ranged attack against the animal. If your attack inflicts damage equal to or in excess of the Health rating of the animal, or if you score a critical hit, the animal is killed. If not, it's only wounded and escapes. You usually only get one shot.

The hunting table below indicates how many rations of (domestic) food that your prey yields, once the meat has been cut and cooked. You can eat raw meat, but you will then need to make a sickness roll against virulence 6 to resist food poisoning.

Only one character can roll for hunting in the same hex during the same shift, but others can help the roll. For each shift you hunt again in the same hex, you get a -1 cumulative modifier. This modifier is reset after a week.

Trapping

Certain animals can be caught using simple snares. Using a snare, you don't need to shoot the animal in order to catch it. Instead, you just make another Survival roll after having tracked the animal – if successful, the animal is caught.

Sample Hunting Table

| D6 | Animal | Health | Trapping | Food |
|----|--------|--------|----------|-------|
| 1 | Grouse | 1 | No | 1 |
| 2 | Rabbit | 1 | Yes | 1 |
| 3 | Fox | 1 | Yes | D3 |
| 4 | Deer | 2 | No | 2D6 |
| 5 | Boar | 3 | No | 2D6x2 |
| 6 | Moose | 5 | No | 2D6x4 |

Fishing

If you are in a hexagon next to a river, lake, or ocean, you can fish. You can fish from a moving boat. To fish, you need fishing gear and a Survival roll. Success means you gain a number of rations of (domestic) food equal to the number of you rolled, once the fish has been cleaned out and cooked (page 59). You can eat raw fish, but you will then need to make a sickness roll against virulence 6 to resist food poisoning.

Only one character can roll for fishing in the same hex during the same shift, but others can help the roll. For each shift you fish again in the same hex, you get a -1 cumulative modifier. This modifier is reset after a day.

MAKING CAMP

When the journey of the day is over, it's time to make camp. Finding a good location for a camp, making a fire, and preparing a place to sleep takes a whole shift – usually the evening. Only one character rolls to make camp, but others can help with the roll.

Make a Survival roll. If your roll succeeds, you find a sheltered place to spend the night, where you can all find cover from incoming fire and rest up before the next day's journey. If your roll fails, you set up camp to rest and sleep anyway, but the GM makes a hidden roll on the mishap table (page 60). Re-roll if the mishap is not applicable to the situation. The GM can spring this mishap on you anytime while you are in the camp.

Fire

Setting a campfire is included in making camp. This is required to be able to cook food at the camp and it will protect you against cold weather. You can opt to not start a fire, as the smoke will give away your position to anyone within visual range of it. When sleeping for a

shift without a fire (or other heat source), you must roll Stamina to resist cold (page 45), except in very warm weather.

Standing Guard

Even while you are in your camp, you would be wise to have a sentry stay awake to keep watch. You need to choose who stands guard during the night, and let this person sleep during some other shift (usually the evening).

Bare Ground

It is possible to sleep in the wilderness without making camp – you simply find a suitable tree to sleep under. You save the time it takes to make camp, but everyone in the group must make a Survival roll to find a good spot to sleep. Failure means you don't sleep at all. Since you don't have a fire to keep the cold away, you all also suffer the effects of cold (page 45).

COOKING

Cooking meat, fish or vegetables that you have caught or foraged in the wild requires a campfire or a kitchen of some sort. By a campfire, you can cook up to a dozen daily rations of food in a shift. This includes cutting meat, gutting and cleaning fish, etc. You can cook in the same shift as another character makes camp.

Roll for Survival. No matter if you succeed or not, your rations of raw plants, meat, or fish are turned into edible food. However, if you fail, anyone who eats the food must make a sickness roll to resist food poisoning (virulence 3 for plants, 6 for meat or fish). This can be a hidden roll made by the GM.

RESTING

Resting by the campfire is a good opportunity to recover from damage (page 41). If your rest is interrupted by something dramatic, like combat or other similar activity, your activity during the shift no longer counts as rest.

SLEEPING

You need to sleep at least one shift per day (usually during the night). If your sleep is interrupted by something dramatic, like combat or other similar activity, your activity during the shift no longer counts as sleep.

EXPLORING

When you stop at a location to explore it, your journey is interrupted. Exploring can take anything from a shift up to several days or even weeks. Sometimes, you might have to take a break to rest or sleep while exploring. You cannot rest or sleep if you explore for more than half of the shift.

WATER TRAVEL

If you have access to a boat or raft, you can cross a river without using a bridge or a ford. You can also travel along a river, across a lake or on an ocean. Sea travel works just like driving on land. Passengers on a boat can rest or even sleep, as long as they don't keep watch, fish or perform some other action.

Camp Mishaps

| D66 | Mishap | Effect |
|-------|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11–13 | Food Spoiled | Your food has rotted or been infected by insects. Half the rations you are carrying are spoiled. |
| 14–16 | Flooding | Heavy rainfall (page 54) starts in the middle of the night. The camp is flooded and everything gets soaking wet. All characters must roll for Stamina to resist cold (page 45), and no one gets any sleep. |
| 21–23 | Fire Dies | The firewood is wet, and your campfire goes out. Except in warm weather, everyone must roll for Stamina to resist cold. |
| 24–26 | Fire! | The flames from your campfire spread out of control. If you have a tent, it's destroyed. Each character suffers the effects of fire with intensity 3, and must make a Mobility roll to save their gear. Failure means that one piece of equipment (GM's discretion) is lost in the fire. |
| 31–33 | Ants | Your camp sits right in the middle of an ant road. You each suffer one point of stress (damage to Empathy) and no one gets any sleep here. |
| 34–36 | Lice | A randomly selected character has caught lice. It itches horribly, and they get a rash all over their body. The victim suffers one point of stress (damage to Empathy) each day and cannot sleep this day. A successful Healing roll stops the effect. |
| 41–43 | Moquito Swarm | A large swarm of mosquitoes attacks the camp, driving everyone crazy. Roll two D6 for each character – for each success rolled, the character suffers one point of stress (damage to Empathy). |
| 44–46 | Savage Animal | A starving wolf, dog, boar or even a bear attacks the camp. |
| 51–53 | Lost Gear | A randomly selected character has lost a piece of gear. The GM decides what was lost, and if it can be found. |
| 54–56 | Broken Gear | An item belonging to a randomly selected character is broken. The GM decides what item it is. The item can be repaired with a Crafting roll. |
| 61–66 | Roll again. | Roll again. |

INDEX

- actions 33-34
 - fast 33
 - free 33
 - help 33
 - slow 33-34
 - agenda 11
 - Agility 10
 - Ambitious Scientist 14
 - ambush 35
 - ammo dice 37
 - ammunition 37
 - archetype 9, 14-21
 - attributes 10
 - backpack 12
 - bane 23
 - body armor 40
 - degrading 40
 - borders 31
 - bows 37-38
 - Brave Adventurer 15
 - Brawny Protector 16
 - broken 41
 - NPCs 41
 - buddy 11
 - character sheets 7, 9, 63
 - chases 49-51
 - maneuvers 49-50
 - block 50
 - cut off 50
 - hide 49
 - other 50
 - pursue/flee 49
 - stand and shoot 50
 - obstacles 50-52
 - close combat 35-36
 - blocking 36
 - unarmed 36
 - damage 35
 - defenseless target 35
 - diving blow 35
 - grappling 35
 - special attacks 35
 - stance 35
 - cluttered 31
 - cold 45
 - combat 31-38
 - maps 31
 - consumables 12
 - cooking 59
 - cover 40
 - cramped 31
 - critical injuries 51-43
 - broken 43
 - death 41
 - healing 43
 - care 43
 - instant kill 43
 - stabilizing 41, 43
 - custom cards 7
 - Cynical Survivor 17
 - damage 40-45
 - dark secret 11
 - darkness 43
 - Devoted Caregiver 18
 - dice 7
 - difficulty 25
 - dimly lit 31
 - disease 45
 - healing 45
 - driving 55-56
 - encounters 55
 - drowning 44
 - Empathy 10
 - encumbrance 12
 - Enigmatic Artist 19
 - Experience Points 13
 - exploring 59
 - explosions 44
 - failure 22
 - falling 44
 - Fearless Youth 20
 - fire 43-44
 - making camp 58-59
 - fighting 58
 - Flick Mode 7, 9
 - foraging 57
 - Franchise Mode 7, 9
 - gamemaster 5
 - gear 12
 - gear dice 22
 - GM 5
 - healing 41
 - Health Points 10
 - help 25
 - HP 10
 - hunting 57-58
 - fighting 58
 - trapping 58
 - initiative 32
 - drawing 32
 - exchanging 32
 - hidden 32
 - NPC 32
 - interrogation 27
 - keeping watch 57
 - line of sight 31
 - making camp 58-59
 - bare ground 59
 - healing 43
 - care 43
 - instant kill 43
 - stabilizing 41, 43
 - fire 58-59
 - mishaps 59-60
 - standing guard 59
 - marching 55
 - darkness 55
 - encounters 55
 - forced march 55
 - weather 55
 - modifiers 24
 - mounts 12, 45-44, 56
 - movement 34
 - chases 34, 49-51
 - close combat 34
 - crawling 34
 - doors & hatches 34
 - retreat 34
 - vehicles 34
 - navigation 57
 - negotiating position 27
 - opposed rolls 25
 - panic 23
 - panic roll 23
 - panic table 23, 24
 - passive rolls 23
 - PC 5
 - personality traits 11
 - player character 5
 - poison 44
 - lethal 44
 - paralyzing 44
 - sleeping 44
 - pushing your roll 23
 - range 31
 - Engaged 31
 - Extreme 31
 - Long 31
 - Medium 31
 - Short 31
 - ranged combat 36-38
 - aimed fire 36-37
 - ammo dice 37
 - ammunition 37
 - auto-fire 37
 - basic 37
 - full 37
 - bows & slingshots 37-38
 - damage 36
 - modifiers 37
 - overwatch 37
 - range 36
 - target size 36
 - telescopic sight 37
 - unseen target 36
 - recovery 41
 - getting help 41
 - healing 41
 - on your own 41
 - resting 59
 - round 8
 - Seasoned Detective 21
 - shift 8
 - skills 10, 22-27
 - Crafting 26
 - Force 26
 - Healing 27
 - Insight 27
 - Marksmanship 27
 - Melee 26
 - Mobility 26
 - Observation 26
 - Persuasion 27
 - Stamina 26
 - starting skills 10
 - Stealth 26
 - Survival 26
 - sleep deprivation 45
 - sleeping 45, 59
 - slingshots 37-38
 - sneak attack 34-35
 - specialties 11, 28-30
 - starvation 45
 - Strength 10
 - stress dice 23
 - Stress Level 10, 23, 40
 - stressful situations 40
 - stretch 8
 - success 22
 - multiple 22
 - Supply rating 12
 - supply roll 12, 37
 - ammo dice
 - surprise 32
 - Survival Points 11
 - telescopic sight 37
 - terrain 53-56
 - driving 55-56
 - driving at night 56
 - fuel 56
 - mishaps 56
 - mounts 56
 - hills 53
 - lake/river 53
 - mountains 53
 - open 53
 - road 53
 - ruins 53
 - swamps 53
 - woods 53
- tinny items 12
- travel 53-60
 - tasks 54
 - cooking 54
 - driving 54
 - fighting 54
 - foraging 54
 - gathering 54
 - hunting 54
 - keeping watch 54
 - making camp 54
 - marching 54
 - resting 54
 - sleeping 54
 - weather 54
 - cloudy 54
 - fair weather 54
 - heavy rain/snow 54
 - travel maps 53
 - unseen target 37
 - vehicles 12, 46-48
 - aerial 48
 - altitude 48
 - crashes 48
 - attributes 46
 - armor 46
 - hull 46
 - maneuverability 46
 - passengers 46
 - Travel speed 46
 - combat 46
 - ramming 46
 - damage 48
 - armor 48
 - component damage 48
 - Passengers 48
 - repairs 48
 - component damage 48
 - water travel 59
 - weaknesses 11
 - weapons 39
 - bonus 39
 - damage 39
 - grip 39
 - range 39
 - weight 39
 - weapons at hand 12
 - Wits 10
 - XP 13
 - Year Zero Engine* 12
 - YZE 5
 - Zone 31

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STAMINA SURVIVAL

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