

the ferrous

THE CARCASS



a game of post-apocalyptic community by jim pinto

# ferrous

The ferrous works with electricity, what little there is of it. He or she collects old batteries, repairs broken capacitors, and builds simple water pump-generator systems. Ferrous even understand the value of running water and plumbing. Ferrous begin play with a small battery and one additional drama point.

**Who\* has told you to stop working on the generator project?**

**Who needs your help more than the others? Why?**

**Who do you see as an interloper?**

**Who is a drain on the tribe resources?**

**Who\*\* has been stealing power and thinks you do not know?**

Anytime the ferrous rolls dice on an action related to building or fixing something related to electricity, he or she rolls on the welder action chart. All other rolls are made on the welder fight chart or general action chart.

**Note:** The ferrous is similar in design to the welder. Though not identical, both of them in the same group could essentially step on each other's toes. Before the game, clearly deliniate the two characters' spheres of influence.



## ferrous action chart

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Roll	Value
2	Failure. Meltdown.
3-5	Failure. Sparks.
6-7	Minimal Failure. Pragmatism.
8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

## ferrous fight chart

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Roll	Value
2	Failure. Trepidation.
3-4	Failure. Stymied.
5-6	Minimal Failure.
7	Press on.
8-9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

## general action chart

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Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.*
6-7	Minimal Failure.*
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

\* Foil may spend one drama point



# the carcass: ferrous

words by jim pinto

art by The Forge Studios, Michael Phillippi, Maciej Zagorski

graphics and doodles by jim pinto

proofing and assistance by Tobie Abad, Diana Kwoikoski Stoll,  
Martijn Tolsma

This is an expansion role to *The Carcass* roleplaying game.  
*The Carcass* is Book 4 in the *GMZero* series.

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## new action results

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**Pragmatism.** The action neither fails or succeeds, but it is obvious — even at a glance — that it will never turn out as intended. Another course of action is required.

**Sparks.** The action has caused something to short out and/or a battery to drain. The setback is minimal, though the foil may spend one drama point to make this problem ongoing. If the foil chooses to spend one additional drama point, trepidation is added.