the snake charmer

THE CARCASS

a game of post-apocalyptic community by jim pinto

snake charmer

The snake charmer uses strange and unconventional methods to heal the sick and focus the mind. He or she can diagnosis illness, treat sickness, and heal minor wounds. Snake charmers know how to mix the juice of a cactus with the stock lining of a stink bug to produce an unguent that cures sunburn, and so on. Snake charmers begin play with two additional drama points..

Who* died and was then brought back by your healing arts?

Who declared you a witch, but was publicly admonished for it?

Who seems to be immune to your medicine?

Who took your spouse from you?

Who** have you been slowly poisoning?

Anytime the snake charmer rolls dice on an action related to diagnosis or curing an illness, he or she rolls on the snake charmer action chart. All other rolls are made on the snake charmer fight chart or general action chart.

snake charmer action chart

Roll	Value
2	Failure. Death.
3–5	Failure. Trepidation.
6	Minimal Failure.
7	Minimal Success. The Bargain.
8–9	Success.
10–12	Overwhelming Success.

snake charmer fight chart

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

general action chart

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

* Foil may spend one drama point

the carcass: snake charmer

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

new action results

Death. The action leads to someone's death. The character may spend three drama points to avoid this fate, but trepidation follows.