# the vigilante

# THE CARCASS



# a game of post-apocalyptic community by jim pinto

# vigilante

The vigilante takes matters into his or her own hand. Often working without the approval of the tribe — or against its best interests entirely — the vigilante 'corrects' injustices. Vigilantes do not work well with groups and often do harm to a community, even with the best intentions. Conversely, the vigilante is great in a fight. Vigilantes begin play with one trepidation defined by the foil. In addition, a vigilante can never become leader. Should a vigilante's foil ever have more than four drama points, the excess points go to the vigilante.

> Who* makes the laws that you enforce?
>
> Who brought you into the tribe?
>
> Who knows the previous leader died because of your impetuousness?
>
> Who owes you a debt they will never pay? Why?
>
> Who** have you determined has violated your own personal code?

Anytime the vigilante rolls dice on an action related to injustice or balancing the kharmic scales, he or she rolls on the vigilante action chart. All other rolls are made on the vigilante fight chart or general action chart.

## vigilante action chart

| Roll | Value |
|------|-------|
| 2–3 | Failure. Bedbugs. |
| 4–5 | Failure. Trepidation. |
| 6–7 | Minimal Failure. |
| 8–9 | Success. |
| 10–12 | Overwhelming Success. |

## vigilante fight chart

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

## general action chart

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

* Foil may spend one drama point

# the carcass: vigilante

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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

**Bedbugs.** The action leads to a complicated failure that follows the character home. If there is already trepidation over this issue, the issue escalates, affecting at least one character and one NPC in the tribe.