

Survival Index

Citizen Survival Document DS-5018

In light of the recent Mists outbreak, all citizens have been provided with a simple but effective survival packet. The Index Cards contained in this packet will teach you how to best protect yourself and those you love from The Mists. You are going to be alright and you will survive. One day, things may even get better.

Writing & Design: David Schirduan, Editor and Proofreader: Lauren Smith
Inspired by: Apocalypse World by V. Baker | Walking Dead by Robert Kirkman |
Left for Dead by Valve | Metro 2033 by 4A games | I am Legend by Richard
Matheson | Mistborn Trilogy by Brian Sanderson
All images and Art from U.S. Army Field Manual 3-05.70
Version 2.8 | May 2014 | <http://schirduans.com/david/my-creations>
License: Creative Commons attribution non-commercial share-alike.

Most of the time, you can describe your actions, and then immediately do them; no dice required. However, if what you are attempting to do triggers a **Move**, then that Move determines the outcome of your attempted actions. Moves have a radioactive sign (☢) next to them. Easy, simple, or safe actions won't trigger a Move. **Just describe what you are attempting to do, and THEN see if it triggers a move.** Unless a Move is triggered, you succeed at your task without any consequences.

S	Size Up the Situation (Surroundings, Physical Condition, Equipment)
U	Use All Your Senses, Undue Haste Makes Waste
R	Remember Where You Are
V	Vanquish Fear and Panic
I	Improvise
V	Value Living
A	Act Like the Natives
L	Live by Your Wits, <i>But for Now</i> , Learn Basic Skills

Injury Tiers

- Tier 1)** skin-deep wounds, something that could heal in a day or two, mild pain
- Tier 2)** draws blood, disrupts muscle, inhibits usage, throbbing pain
- Tier 3)** Intense pain when using that Part, broken bones.
- Tier 4)** crippled, can't use part properly

Whenever you suffer an Injury, write it down next to that part, and tick off the number of boxes equal to the severity of the injury.

Example Injuries

- cut(1), bruised(1), sore(1), scraped(1) -tired(1), irritated(1)
- sprained(2), twisted(2), battered(2) -angry(2), lonely(2)
- broken(3), fractured(3), split(3), sliced(3) -depressed(3), enraged(3)
- gutted(4), chopped(4), splintered(4), pulverized(4)

For example: I was scratched by a wolf while escaping from a pack, I tripped over a cliff, and smacked my head against a stone on the way down. If I was at full health before the trip, my Injuries are:

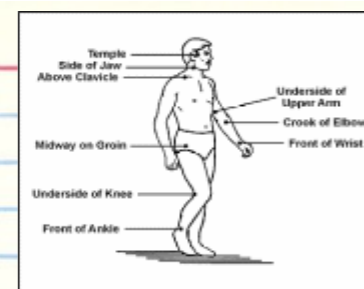
Head: Smacked(2) **Core:** scratched(1C) **Legs:** bruised(1L)

Parts

Your character is made up of five Parts. *Parts are more of an abstraction of your body's capabilities and condition, rather than a physical limb.* Focus on what each Part is used for, rather than which limb it refers to.

Remember, your body is your most valuable and only dependable resource. Take care of it!

Your current part score is how many unmarked boxes you have for that Part



Head - five senses, figuring something out, searching for something, etc.

Core - eating raw meat, enduring pain, or shielding something

Arms - strength actions, attack, handling and manipulating objects, etc.

Legs - getting away, navigating obstacles, dodging, and moving quickly, etc.

Spirit - Spirit can **NEVER be recovered**, and represents your sanity and hope.

Any time you suffer an injury, you can let it affect your Spirit instead.

☢ Take a Risk

Whenever you do something **difficult, risky, or potentially dangerous**, determine which Part is being most heavily relied upon, and roll 2d6 (two six-sided dice), adding that Part Score to the result.

If you don't know which Part is being most relied upon, roll + Core.

On a 13+ You succeed without obvious or direct consequences.

On a 10-12 you succeed, but you must choose one consequence.

On a 9- you don't succeed and you must choose one consequence.

Part Use Examples

Lift something heavy:	Roll + Arms
Jump a fence:	Roll + Legs
Make out an image in the distance:	Roll + Head
Trying to figure out how to fix a radio:	Roll + Head
Actually Fixing a Radio:	Roll + Arms
Convince another survivor to help you:	Roll + Head
Shield something with your body:	Roll + Core

Consequences

Players have the freedom to choose their own consequences, with the GMs approval. Keep in mind that sometimes injury is preferable to some of the other consequences listed. Embrace failure, and see injuries as a challenge to be overcome, rather than a punishment or failure to succeed.

§ You suffer an injury to that Part of your body.

The more dangerous the action, the higher the injury tier. Work out with your GM to determine the tier and location of the injury.

§ The task is incomplete, or easily undone.

This can mean you abort the action in the middle of it, losing any progress you made, and you may not be able to attempt it again.

§ An item or resource is lost or broken (Ration/RX/Weapon/Ammo/Armor).

The lost or broken item should be directly related to the task attempted.

§ You attract unwanted attention, or make the your situation worse.

This can mean attracting more enemies, ruining a project, or putting another one of your allies in trouble.

Locations

A location is any room, house, structure, or enclosed space that is useful to the players. Locations are made up of tags that determine how it can be used by survivors, but they degrade over time as its tags get used up. A location can (and usually does) have multiples of the same tag.

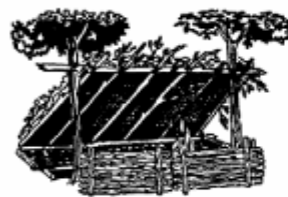
Barricaded(Arms) – It is secure, and cannot be breached by most enemies.
Added by boarding up windows, blocking off doors, etc.

Warm(Core) – It is warm and dry. It is suitable for recovering from injuries.
Added by lighting a fire, laying down blankets/bedding

Stocked(Legs) - There is food stored that will not rot or go bad.
Added by foraging for food, hunting, scavenging, etc.

Prepped (Head) - There are many useful items nearby, hidden or locked away.
Added by picking the lock or discovering the hidden supplies.

GM Note: This game is designed so that your Body Parts, and your Location Tags are your most valuable resources. They will degrade over time, and things will spiral out of control. Maintain your Body and Locations!!



Fortify/Hunt/Scavenge

When you want to fortify your location, pick which tag you want to add, and describe HOW you are adding that tag. Are you hunting? Looking for nearby supplies? Then Roll 2d6 + the Part associated with that tag.

On a 13+ you add that Tag to this location.

On a 10-12 you add that Tag, but suffer a Tier 1 injury to the Part used.

On a 9- you add nothing, and remove another tag from that location.

You and your group can go hunting, scavenging, or searching for supplies **without** using the Fortify move, but then you will actually play out what you're doing with the GM. You will may find more supplies by actually heading out, but it will be be more dangerous.

Raid(Prepped)

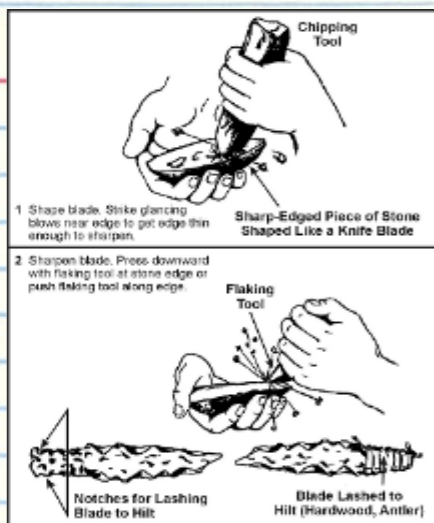
Whenever you raid the supplies of a Prepped Location, remove one Prepped tag and roll one dice on the table below to determine what you found:

1 Nothing 4 a Gun with 1 bullet
2 1 Rx 5 a Tier 2 Weapon
3 4 Bullets 6 1 Rx

Re-Stock(Stocked)

Whenever you take food from a Stocked Location, remove one Stocked tag, and roll one six-sided die. Take the number, and divide it by 2 (rounding up). Add that number of rations to your inventory.

Gain (1d6 ÷ 2) Rations



Recover(Warm)

When you want to recover from an injury, select the injury you wish to heal, spend the required cost, and remove one Warm tag from your current location. **You can only recover from injuries in a location that has at least one Warm tag.**

All costs must be paid consecutively.

Tier 1 Injury: 2 Rations Tier 3 Injury: 4 Rations & 1 Rx

Tier 2 Injury: 3 Rations Tier 4 Injury: 5 Rations & 2 Rx

Guns (very dangerous)

When you fire a gun, roll a single six-sided die for every bullet fired, either one at a time, or all at once. (shotgun vs machine gun.) For every die that is a:
6 – Inflict serious injury (Tier 3) on the target you were aiming for
5 – Graze your target, doing decent damage (Tier 2)

4,3,2 – Miss entirely, wasting your bullet

1 – Ricochet into something unintended, or hit yourself/an ally (Tier 2 Injury)

Guns are dangerous and scary. Use them with caution.

Melee Weapons/Combat

Melee Weapons come in Tiers, and inflict injuries of that tier.

Example Weapons: Bare Hands(0), Heavy Stick(1), Hatchet(2), Kitchen knife(1), Sword(2), Crowbar(1), Sledgehammer(2), Chainsaw(3).

When you attack with a weapon, roll 2d6 + Arms.

On a 13+ Inflict an injury of your Weapon's Tier+1 on the target.

On a 10-12 inflict an injury of your Weapon's Tier, but must choose a consequence.

On a 9- Inflict nothing, and suffer an injury from your foe.

In combat, injury can be the lesser of two evils. Choosing to abandon your task means you cannot take the offense against the foe, and must flee. Choosing to lose or break an item usually means that you break your current weapon.

Adventure Set-Pieces

Starting Locations

Residential House - Barricaded(B1),

Warm(W3), Stocked(S2), Prepped(P2)

RV Camper - B(1), W(1), S(2), P(1)

Simple Tent - W(2)

Library - B(2), W(3)

Fallout Shelter - B(3), W(1), S(3), P(3)

Mission

Rescue a Friend from...

Retrieve Supplies from...

Defend...

Attack...

Search and Explore...

Starting Threats

• 3-5 Rabid Wolves (3 HP)

Inflicts up to Tier 2 Injuries

• 5-15 Shufflerz (1 HP) *Tier 1 Injuries*

• 3-6 Runnerz(4HP) *Tier 1 Injuries*

• 2-3 Armed survivors (6HP),

Tier 3 Injuries

• 1-3 Robots (4HP), *Tier 4 Injuries*

Target

A Friend's House

A Store

A Police/Fire station

Somewhere on the other side of town

A Nearby Building

Name: _____ *Injuries*

Head _____

Arms _____

Core _____

Legs _____

Spirit _____

Inventory:

Name: _____ *Injuries*

Head _____

Arms _____

Core _____

Legs _____

Spirit _____

Inventory:

Name: _____ *Injuries*

Head _____

Arms _____

Core _____

Legs _____

Spirit _____

Inventory:

Name: _____ *Injuries*

Head _____

Arms _____

Core _____

Legs _____

Spirit _____

Inventory:

Name: _____ *Injuries*

Head _____

Arms _____

Core _____

Legs _____

Spirit _____

Inventory:

Name: _____ *Injuries*

Head _____

Arms _____

Core _____

Legs _____

Spirit _____

Inventory:
