

SAVAGE

THE LAST OF US



**A SAVAGE FAN GUIDE TO PLAYING IN NAUGHTY
DOG'S POST-APOCALYPTIC WORLD**





THE END HAS COME

The year is 2033. It has been twenty years since the fall of mankind, when a mutation of the *Ophiocordyceps unilateralis* fungus spread rapidly across the world, killing or infecting billions. Left to hunker down in the broken ruins of humanity's former glory, the last humans scrounge for supplies, run to stay alive, and try to make sense of their lives in a world reclaimed by nature.

In this fan conversion you will find new Edges, Hindrances, and Equipment, as well as Setting Rules for adventures set in the post-Infection world of *The Last of Us*. Only basic background information has been provided, but wikis and other excellent resources can be found online to fill in the gaps.

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Stats for the Infected courtesy of *weksoltan* of the Pinnacle Forums.

The Scavenging rules heavily influenced by *Deadlands: Hell on Earth* and Jonathan Pierson's *Zombie Run*.

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WHAT IS KNOWN

In summer of 2013, the first cases of infection were reported worldwide. At first these were isolated instances of crazed people attacking anyone they saw, but before long the infection spread at an accelerated rate. The combination of incubation time and aggressive behavior of the victims made an organized response impossible. In answer to the rapidly-decaying situation, the Federal Disaster Response Agency (FEDRA) was placed in control of the military and tasked with containment. It immediately declared martial law, and as the central government collapsed, FEDRA created quarantine zones (QZ) throughout the country in major metropolitan areas. It didn't take too long before the absolute authority afforded to the military led to abuses of power and outright murder as they attempted to quell unrest. From this the Fireflies were born, a militia that seeks to find a cure to the Cordyceps Brain Infection and restore a peaceful and democratic government.

In an effort to protect quarantine zones, the military began bombing raids just outside QZ walls. These were effective for a while. Though they didn't kill all the Infected, it bought enough time to reinforce QZ defenses and secure a protective perimeter. As contact between military divisions failed, military companies in charge of each QZ became the last token of government. Life for survivors inside the walls became a routine of food rationing, random pathogen testing, and constant armed patrols. Smugglers found themselves in high demand, as those with contacts outside the walls and a hidden access route could bring in supplies to a grateful public.

Meanwhile, outside the walls a constant struggle for raw survival became the new norm. Scavengers banded together or went solo, picking through the ruins for anything that might be useful and killing one another for the most meager supplies – or just to prevent competition. Hunters, bandits, and other bands of survivors keep on the move, avoiding Infected in a constant search for resources and safety.

It is in this truly *savage world* that the heroes find themselves, walking the delicate balance between humanity and depravity, health and disease, the past and the future.

They are the last of us.

FACTIONS

The ruins of civilization are the stage upon which several factions, each with its own philosophy and attitude, vie for control – or the illusion of control.

FEDRA/Military

Though they began as two separate entities, they were merged during the initial outbreak into one entity, now all that remains of the former United States government.

Militaries hold the quarantine zones, and their superior training and equipment gives them total power over the survivors in their charge. The goal of the military is simply to maintain order and power; they find the Fireflies to be dangerous nuisances who are trying to seduce otherwise content civilians with delusions of a cure. They guard each QZ with extreme prejudice, not letting anyone in – or out.



Bandits

Those outside the walls when the quarantine zones went up, either due to misfortune or desire, were forced to scrounge for a living. In many cases it is easier to simply take from those who have already done the hard work. These are the Bandits, roaming bands of survivors who have become predators upon their fellow man. Insular and chaotic, they are usually led by the strongest and most bloodthirsty among them, their only order being the right of might.

Hunters

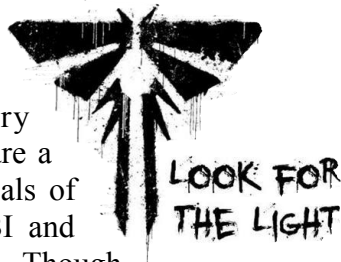
Not all quarantine zones were successful. In some cases they were brought low by spreading Infection, but in others they were toppled by rebels. Left without any order, and now in possession of military-grade equipment and weapons, these survivors often form groups called "Hunters," who kill outsiders (sometimes referred to as "tourists") for supplies. They can be distinguished from bandits by the presence of their superior weapons and vehicles.

Survivors

Those outside the walls who haven't joined the Fireflies or one of the many Bandit or Hunter groups are referred to generically as Survivors. These people, solo or in groups, must live by their wits in the overgrown ruins of the cities or out in the open country, always watching for Infected or – perhaps worse – their fellow humans. Their goals and philosophies differ widely, as do their lifestyles, but they tend to be far more receptive to others than Bandits or Hunters, and actively seek to recruit others.

Fireflies

Born from insurrection during the first military crackdowns, the Fireflies are a loose organization with goals of finding a cure for the CBI and bringing back civilization. Though idealistic, they aren't naïve, and don't shy from killing in defense or (if needed) in offense, though they are also open to rehabilitating former military members or Hunters. They have their own quarantine zones scattered throughout the United States, including St. Mary's hospital in Salt Lake City, their center of research.



THE CORDYCEPS BRAIN INFECTION

Cordyceps (*Ophiocordyceps unilateralis*) is a fungus that infects and grows inside a living host. Originally found only in insects, the fungus underwent a mutation, the cause of which is unknown. Targeting the brain, the fungus causes the host to undergo significant physiological changes that also modify behavior. The infection follows four distinct stages:

Stage 1: “Runner”

Soon after contracting the fungus (within about 48 hours), the host becomes aggressive, feral, and cannibalistic, all in an attempt to further spread the infection, which is easily done through the host's saliva. For this reason, Infected attempt to bite prey. They appear as raving mad but still visibly human, with the exception of bloodshot, or bleeding, eyes.

Stage 2: “Stalker”

This stage occurs after approximately 1 week, or possibly as long as a year after infection. Now the host is visibly displaying signs of the fungus, with outgrowths forming on the surface of the skin or possibly breaking through the head. The eyes are first to be overcome by these growths. They develop an early form of echolocation, emitting strange creaks and clicks, but still have poor vision.

Stage 3: “Clicker”

A year or more of prolonged exposure to the fungus causes the host's head to split open, the fungus forming plate-like structures. Along with this comes an advanced form of echolocation, allowing the host to “see” using sonar, much like a bat. They are strong and fast, and the fungal plates effectively give them thin armor, especially on the head.

Stage 4: “Bloater”

The final stage of infection, ten to fifteen years after initial exposure, sees the host's body transformed top to bottom by the fungus. Outgrowths and plates emerge from nearly every surface of the body, and fungal growth inside causes the body to become massive and swollen, doubling in size. While their echolocation is no longer useful, they develop the ability to spit sacks of corrosive mycotoxin at perceived targets. The fungal plates give them significant armor.

Infectious Bites

Infected at any of the stages can easily transfer the infection through saliva if they break the skin. If an Infected successfully inflicts a Wound with a bite attack, the target has contracted the fungus. There is no roll to avoid this contagion. Only characters with the Immune Edge are spared their horrible fate.

Every 6 hours, the victim must make a Vigor roll or enter Stage 1 with a cumulative -2 penalty for each check. If the victim was fortunate enough to be bitten on a limb, they can be spared infection if the limb is removed within ten minutes, which requires a Healing roll to avoid killing the victim (without proper tools or antiseptics there will be a penalty to this roll). If the victim survives, he is Incapacitated and must take the One Arm or One Leg Hindrance.

Spores

When the fungus senses the host is dying, it will cause the host seek out an enclosed location, where it will begin to emerge from the host's body and produce spores. In small numbers these spores are not dangerous, but as they become visible in the atmosphere they become deadly. Those not wearing gas masks (or otherwise preventing the spores from entering their lungs) must make a Vigor (-2) roll or become infected.

CREATING CHARACTERS

Characters for *The Last of Us* can be made using the core Savage Worlds rules as presented in the *Savage Worlds Deluxe*. A couple of new Hindrances, Edges, and Gear are described below. Gamemasters with access to other post-apocalyptic settings, such as *Broken Earth* or *Deadlands: Hell on Earth* might find additional resources. *Savage Worlds Horror Companion* also has vital information on Fear checks, establishing a tone for horror gaming, and character options that would be ideal for this setting.

New Hindrances

Combat Paralysis (Major)

This individual is no fighter. When things get tough, the character tends to freeze up, unsure what to do. He begins every combat Shaken (even those that began with him getting The Drop).

PTSD (Major)

This character has experienced something traumatic and it left him mentally scarred. He tends to be withdrawn and suffers anxiety and nightmares, lowering his Charisma by 1. In addition, he adds +2 to rolls on the Fright Table when reacting to Fear.

Poor Health (Minor)

Some issue with this character's health leads her to go through extra rations. She needs to consume twice the amount of food and water per day as normal.

Dependent (Major)

Your character has some person to which he is completely devoted and will do anything to protect.

This may be his wife or girlfriend, one of his children, an ally, or even a pet. The Dependent is a Novice Rank character and, while scrappy in her own right, just isn't up to par with the rest of the party. For whatever reason, this doesn't stop the Dependent from getting involved – often. She constantly requires saving, reveals team secrets, or otherwise causes your hero no end of grief. Of course, every now and then, the friend might just save the hero's life, but such instances should be rare. If the Dependent ever dies, your hero is grief-stricken until he gets reasonably permanent justice... or revenge! This might mean putting himself at extreme peril to track down the perpetrator. Justice doesn't have to be truly permanent – just long and lasting rather than fleeting and temporary. Until then, the affected character receives only one Benny at the beginning of each game session (but Luck and other bonuses apply normally).

New Edges

Scrounger

Prerequisites: Novice, Notice d6

This survivor has an uncanny knack for locating useful stuff. You gain +2 to Notice rolls while Scavenging (see below). This Edge stacks with Alertness.

Immune

Prerequisites: Novice, Young, Special

Your character is one of the lucky ones, those who were born with a genetic immunity to the Cordyceps fungus. He cannot contract the infection in any way – through a bite, by breathing spores, etc. He can still be harmed by bites or other damage from an Infected, of course. Whether your character knows about his immunity or not depends on if he has survived being bitten. If he has been bitten, he will register as infected on any tests, making him subject to instant execution by FEDRA. He might also be subject to Firefly desires to use his body to seek a cure, so he is best keeping this information to himself.

Only one character in the party may have this Edge, due to its rarity. In addition, only characters with the Young Hindrance may be immune, as the immunity has taken a generation to develop.

GEAR

Binoculars: Binoculars add +2 to vision-based Notice rolls to see things at a distance. (1 lb, \$100)

Gas Mask: Wearing a gas mask allows a character to safely breathe while in areas with large quantities of airborne spores. However, it reduces visibility, imposing a -2 penalty to Notice rolls. (5 lb, \$500)

Molotov Cocktail: A simple weapon made of a flammable liquid placed in a glass bottle and stuffed with a flaming rag. Molotov cocktails have a range of 5/10/20 and shatter upon impact, doing 1d10 damage in a Medium Burst Template. Targets have the chance of catching on fire (see *Savage Worlds*). (1 lb, \$10)

Nail Bomb: Made from assorted sharp objects placed in a metal soup can along with an explosive substance, these simple weapons have a range of 5/10/20 and explode upon impact, doing 2d6 damage in a Small Burst Template. Nail bombs may also be attached to triggers or tripwires (requires a Smarts roll) and set as a booby trap. (1 lb, \$10)

Riot Shield: Riot shields act as large shields (see *Savage Worlds*). Modern composite materials add +4 Armor versus ranged attacks. (5 lb, \$150)

Scope: Scopes may be mounted on rifles or other long-arms. When using the Aim maneuver, the character adds an additional +2 to Shooting rolls against targets at Medium or Long Range. In addition to the benefits above, scopes add +2 to Notice rolls made to view things at a distance. (1 lb, \$300)

Shiv: This quick weapon is made from any sharp object which can be taped to a suitable grip. They aren't strong, breaking on a roll of 1 on the Fighting die. (0 lb, \$1)

Smoke Bomb: Fashioned from ammonia nitrate, sugar, and baking soda, this simple weapon has a range of 5/10/20 and breaks open on impact, creating a Large Burst Template of opaque smoke. The smoke is treated as per the *obscure* power, granting -6 penalty to see or target a subject inside (or on the opposite side) of the smoke. (1 lb, \$10)



SETTING RULES

Every Bullet is Sacred. In a post-apocalyptic setting like *The Last of Us*, survival often hinges on whether or not one still has a few drops of water in the canteen or one more arrow in the quiver. Players should keep careful track of their resources at all times. It might help to use markers or chips of some kind to better visualize the scarcity of these assets.

Gamemasters who want an even more tough setting might also want to experiment with the **Gritty Damage** and **Critical Failures** rules.

SCAVENGING

The difference between living and dying can often come down to small pieces of equipment. In locations the GM indicates are suitable, those who wish to scavenge may make Notice rolls. With a success, the hero finds \$2d4 worth of old currency (this roll can Ace), which is still used in quarantine zones. The length of time it takes to complete the search depends on the size of the location (see below). If the search takes longer than a few minutes, the chances grow of Infected, Bandits, or some other threat arriving. With each raise, he may also draw a card and compare the result to the Scavenging Table below.

Most of the really good spots have already been cleaned out in the last 20 years. The size of the find and the likelihood that it's already been heavily scavenged modify the Notice roll.

Scavenging Modifiers

| Mod. | Time | Location |
|------|--------------|------------------------------|
| -4 | 1d4 rounds | Body |
| -2 | 1d4 minutes | Car, pile of corpses |
| -1 | 2d4 minutes | Tractor trailer, debris pile |
| 0 | 2d10 minutes | House, office, boat |
| +1 | 1d4 hours | Large office, jetliner |
| +2 | 2d4 hours | Mansion, store, cruise ship |
| +4 | 2d10 hours | Mall, military base |

Mod. Condition

| | |
|----|----------------------------------|
| -4 | Already searched |
| -2 | Likely to have been searched |
| 0 | Never searched |
| +2 | Survival shelter, personal cache |

SCAVENGING TABLE

Spades (Weapons and Armor)

Two: Crude weapon. A shiv, smoke bomb, nail bomb, or molotov cocktail.

Three-Five: 3d12 rounds of ammunition. Roll on the Firearms table below to determine the type.

Six-Nine: Melee Weapon. Baseball bat, machete, knife, axe, baton, chain saw, etc.

Ten: Armor. Select a piece of modern armor, including shields.

Jack-Ace: Firearm. Roll 1d20.

1 – 5 = small pistol

6 – 9 = large pistol

10 – 12 = rifle

13 – 15 = shotgun

16 – 17 = assault rifle

18 – 19 = submachine gun

20 = machine gun

With an Ace, the firearm has ammunition. Otherwise it is empty.

Clubs (Equipment)

Any: Odd Item. Choose one item worth less than \$100 from the Mundane Items equipment list (see *Savage Worlds*) or something not on the list but of similar value: Rope, shovel, canteen, crowbar, flashlight, blanket, backpack, lighter, batteries, hiking boots, pack of cigarettes, soap, musical instrument, etc. Items that need batteries only have them if you drew a “face” card. With an Ace, the item may be worth over \$100 (though it can't be something from another list, such as a vehicle, weapon, and so on).

Hearts (Supplies)

Two-Seven: Food. 1d10 meals' worth of canned, packaged, or otherwise non-perishable food.

Eight-Jack: Water. 1d4 days of potable water with containers.

Queen-Ace: Medical Supplies. Pain killers, bandages, antiseptics, etc. Without such supplies, you suffer -2 on all Healing rolls. You have enough to heal 1d10 wounds.

Diamonds (Explosives and Vehicles)

Two-Five: Flammables/explosives. Kerosene, oil, lighter fluid, or some other chemical (not including gasoline). Enough for 1d10 applications.

Six-Nine: Fuel. 2d6 gallons and suitable containers.

Ten-Ace: Vehicle. A functioning car, truck, van, motorcycle, or bicycle. Under the right conditions, this might be an air or water vehicle (GM approval). The vehicle has 1d6 hours of fuel.

Joker (Memento)

The hero finds an item that reminds her of her past: a working iPod, a child's toy that reminds her of her dead child, a novel he once read, a photo of a place she knew before the Outbreak, and so on. This memento awards the hero with a Bennie at a future time when they choose to “expend” it, after which the memento no longer has any power. It may be kept, abandoned, etc., but it has no further game effect.

BESTIARY

Runner

Runners appear as crazed-looking people with bloodshot eyes and foaming mouths. They are often covered with bloodstains or other bodily fluids. Some are passive, not attacking until a nearby sound causes them to go berserk. They gibber and moan as they struggle against the fungus taking over inside.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d4, Intimidation d6, Notice d6

Pace: 8 (d10 running die); **Parry:** 4; **Toughness:** 6

Special Abilities

• **Bite:** Str+d4

• **Fleet-Footed:** A Runner has Pace 8 and rolls a d10 instead of a d6 when running.

• **Bad eyes:** Runners have poor eyesight. They suffer a -2 penalty to any Trait roll made to Notice something more than 5” (10 yards) distant.

• **Infected:** Infected add +2 to Toughness, never suffer Fatigue or Fear, and do not suffer a Wound from multiple Shaken results.



Stalker

Stalkers show obvious signs of their infection as strange fungal forms grow out of their skull, consuming their eyes.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5;

Toughness: 7

Special Abilities

• **Bite or Claw:** Str+d4

• **Pseudo-echolocation:** Stalkers ignore penalties for bad lighting due to their sonar-like senses. They get -2 penalty to any Trait roll made to Notice something more than 5" (10 yards) distant.

• **Fear:** Stalkers are terrible to behold and cause a Fear check.

• **Infected:** Infected add +2 to Toughness, never suffer Fatigue or Fear, and do not suffer a Wound from multiple Shaken results.



Clicker

The skull of a Clicker has split fully open, displaying a plate-like fungal growth that leaves only their mouth and chin intact. Tiny fungal scales on their body serve as thin armor. They get their name from the distinctive clicking, screeching noises they constantly emit.

Attributes: Agility d6, Smarts d6 (A), Spirit d6,

Strength d8, Vigor d6

Skills: Fighting d6, Notice d4

Pace: 6; **Parry:** 5;

Toughness: 9 (2)

Special Abilities

• **Bite or Claw:** Str+d4

• **Natural Armor:**

Fungal growths provide 2 armor.

• **Echolocation:**

Clickers ignore penalties for bad lighting due to their sonar-like senses.



• **Fear:** Clickers are terrible to behold and cause a Fear check at -1.

• **Berserk:** When provoked, a Clicker will go berserk, as per the Edge of the same name. Their Parry is reduced by 2, but they add +2 to their Toughness and all Fighting, Strength, and melee damage rolls. Their berserk state ends when they no longer detect a target for more than 5 rounds.

• **Infected:** Infected add +2 to Toughness, never suffer Fatigue or Fear, and do not suffer a Wound from multiple Shaken results.

Bloater

Bloaters are huge, nearly twice the size of a regular human, and amazingly strong. The Cordyceps infection has transformed their body until it is only nominally human in shape, with thick fungal plates, a riot of growth on the head, and a bulbous bloated appearance to their skin.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10+2, Vigor d8

Skills: Fighting d8+2, Notice d4, Throwing d6

Pace: 4; **Parry:** 3; **Toughness:** 15 (4)

Special Abilities

• **Size +3:** Bloaters are over 8' tall.

• **Mycotoxin:** Bloaters throw sacks of Mycotoxin (range 4/8/16) which explode on impact, creating a Medium Burst Template cloud of a painful toxin that does 2d4 damage per round. The cloud disperses after 3 rounds and does not contain infectious spores.

• **Bite or Claw:** Str+d4+2

• **Echolocation:** Bloaters ignore penalties for bad lighting due to their sonar-like senses.

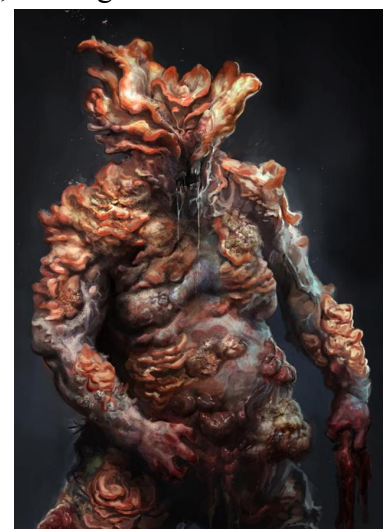
• **Fear:** Bloaters are huge creatures that are an absolute terror to behold, causing a Fear check at -2.

• **Fungal Armor:**

Bloaters are covered in thick fungal plates that provide 4 armor.

• **Slow:** Bloaters are never dealt an initiative card that is greater than 5, and can never run.

• **Berserk:** Bloaters are extremely aggressive and are permanently Berserk, as per the Edge. The stats already reflect these modifiers.



Bandit

These ragtag survivors are desperate and unruly. They dress in whatever torn, mismatched clothes they find.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d6, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Brave, Quick Draw

Gear: Club (Str+d6), Knife (Str+d4), light pistol (12/24/48, 2d6, AP1, Semi-Auto) or rifle (24/48/96, 2d8, RoF 1, AP 2), Gas Mask. Some have Molotov Cocktails or shotguns.

Hunter / Firefly Militia Member

More organized than bandits, but not as funded as the military, these militia members are good fighters.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Driving d4, Fighting d8, Intimidation d4, Notice d6+2, Shooting d8, Stealth d8, Survival d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Combat Reflexes, Alertness

Gear: Club (Str+d6), Knife (Str+d4), light pistol (12/24/48, 2d6, AP1, Semi-Auto) or rifle (24/48/96, 2d8, RoF 1, AP 2), Walkie-Talkie, Flashlight, Gas Mask. Some have Molotov Cocktails or shotguns.

Soldier

These trained military fighters, serving under orders of FEDRA, ruthlessly defend their QZ. They wear combat fatigues and body armor, and work in coordination with other squad members.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d6, Shooting d8, Survival d6, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (7)

Edges: Combat Reflexes, Marksman, Rock and Roll!

Gear: 9mm Pistol (12/24/48, 2d6, AP1, Semi-Auto), M-16 (24/48/96, 2d8, AP2, Auto, 3RB), Knife (Str+d4), Baton (str+d4), Kevlar Vest (armor +4, negates AP4), Riot Helmet (armor +3, head only), Riot Shield (parry +2, armor +4 for ranged shots), Walkie-Talkie, Flashlight, Gas Mask.



A LIGHT IN DARKNESS

An Introductory Adventure set in the world of *The Last of Us*

This adventure is designed to introduce players to the world of *The Last of Us*, putting them right into the action between a group of Bandits and the Infected while traversing some dangerous ground. It is set in As usual, stealth is often an optimal approach, as the enemies in this scenario outnumber and, in some cases, outmatch the heroes. Encourage characters to use tactics and maximize their environment. Characters should be Fireflies, though sufficiently altruistic Survivors would also be appropriate. Though the adventure is set in a city, the exact location is left intentionally unspecified.

Background

Three days ago, a group of four Survivors venturing across country to seek the Firefly QZ entered an abandoned regional airport in a nearby rural area. Hoping just to find supplies, they were excited to discover an operable Piper Cub airplane. By siphoning fuel from other wrecked planes on the tarmac they were able to get enough to power up the little plane. Unfortunately, while spread out to search the area, a member of the group was bitten by an Infected. Terrified, he kept the bite to himself, hiding it under his jacket. Their leader, Maria Cruz, piloted the craft while her companions – and their most precious cargo, a 6-month-old baby girl – buckled up in back.

Only a few hours into the flight, the infected member of the group sprung awake from a nap and leapt at the nearest victim. In the ensuing struggle, Maria lost control of the plane. It came down in the outskirts of a city, smashing through the glass ceiling of an upscale office building, where it became suspended in a lattice of bent metal two stories over the lobby. Everyone inside was killed instantly, even the Runner, with the exception of the baby. Maria was thrown from the plane, both her legs broken, dragging herself into a hiding spot in a nearby office.

Naturally, the commotion attracted the attention of every Infected in the area, not to mention a group of ruthless bandits, who even now are scoping out the best approach into the building.

Getting Started

The characters are all members of the Fireflies, based out of a secret encampment a day or two from the scene of this adventure. They've been sent on a supply run to locate medicine and other much-needed items. While making their way through the silent, abandoned streets of a city, they hear the sounds of a small-engine aircraft. It isn't far off, flying low and obviously in trouble. The aircraft disappears behind some buildings, and a few moments later the characters hear the unmistakable sound of impact.

While self-preservation might encourage them to avoid the area, remind the players that the characters are Fireflies, hoping to bring humanity back to the world. If there are survivors of the crash, they won't be there long enough to report back to base for specific commands – they'll have to take action now. Besides, anyone with the Heroic or Curious Hindrances will be unable to walk away.

A Note on Weather

No specific weather or climate is mentioned in this adventure, just as the setting is non-specific. However, the complication of bad weather might add some drama to the scenario.

Rain: Heavy rainfall makes some surfaces slippery (-1 to Agility-related rolls) and might obscure long-distance vision, adding penalties to attacks at long range, to Notice checks, etc.

Freezing Rain: While freezing rain (sleet) doesn't increase vision penalties, it makes surfaces *much* more slippery (-2 to Agility-related rolls). For characters with inadequate protection, this can also lead to Fatigue from the cold (see *Savage Worlds*).

Snow: Depending on the depth, snow can be much more than just “flavor.” Knee-deep snow prevents running, and waist-deep (or deeper) snow is counted as difficult terrain. The cold conditions can also cause Fatigue for characters without protection.

Fog: Light fog can interfere with long-distance vision (-2 to Notice checks) and ranged attacks but heavy fog can impede all vision (-2 at Medium or Close range).

Heat: Elevated temperatures don't generally impede vision or motion, but characters will need to increase their water intake (see *Savage Worlds*).

High Wind: A stiff wind becomes a nuisance when it impedes motion (-2 to Pace when moving upwind, +1 when moving downwind) and a hazard in high places (-2 to Agility-related rolls).

Scene 1: The Bridge

Heading toward the section of the city where they last saw the plane, the group discovers a river curring through the city. This is something new, caused by a nearby river changing its course over time. Now it courses down city streets, following a channel carved out during the early-Outbreak bombing decades ago. The river is extremely dangerous. The fast-moving, powerful flow makes swimming hard (-4 penalty to Swimming rolls) filled with rubble and other hazards. Anyone in the river is “attacked” by debris (Fighting d6, 2d4 damage) and swept far away from their goal.

A possible solution lies overhead. Straddling the river is a luxury hotel with a skybridge that connects the two buildings. The lobby of the hotel is flooded up to the waist, with wreckage floating in the cold water (treat as Difficult Terrain). An escalator leads to an upper floor. Before the heroes reach it, two Runners come in through ground-floor windows and wade toward the heroes.

Once upstairs, the heroes see a bank of elevators and halls of hotel rooms. One elevator is stuck halfway between floors; it is possible to climb onto it then start up the ladder. More than two people standing on the elevator at a time causes the cables to snap, dropping the elevator, and anyone who failed an Agility check to grab onto something, three floors into the basement (3d6 damage). Three more Runners enter the lobby as the heroes work on this problem.

The skybridge is in a bad state of repair: the frame is bent, the glass is shattered, and wind whips through here fiercely. It snaps as soon as the first character reaches the center, bending downward but not dropping fully – not yet. The metal groans ominously. A gap crumbles opens which requires a Strength roll to leap across. Enterprising characters might also be able to cross on top of the skybridge, which requires a Agility roll. In either case, only one character can be on the bridge at a time or the entire thing will collapse.

To complicate matters, a Stalker in the far building took notice of the activity and attacks as soon as the first character is safely across. The area beyond the skybridge is a small lounge full of scattered chairs and tables beside another row of elevators, with two long hallways of hotel rooms.

Once the heroes are safely across, they can continue toward their destination.

Scene 2: The Alley

In the ruins of a ground-floor diner, a gang of ten Bandits has created a small temporary encampment. Their leader, Trevor, is a shrewd and calculating man but also a bit of a coward. The bandits saw the plane come down but prefer not to engage with any Infected (or other bandits!) that might also be headed that way. Trevor's scout spotted the characters while they were traversing the skybridge. The bandits set up an ambush, hoping to use the characters as bait so they can reach the plane. Trevor uses the regular Bandit stats, but has a d8 Spirit, d10 Persuasion, the Charismatic Edge, and is a Wild Card.

The ambush happens in a pinch point between two city buses in the street. A sniper is watching from nearby rooftop. Heroes with the Danger Sense Edge have an opportunity to make their Notice rolls just before Trevor and his bandits emerge on both sides. If unsuccessful, the bandits have “The Drop” but don't use it to attack. Either way, they demand the heroes turn over their weapons. Remind the players that failure to do so will surely be fatal, as they're outnumbered by men with guns. Submission gives them a chance to turn the tables later, and also earns them all a Benny. Trevor's goal in this encounter is to come across as reasonable and open to dialogue in order to get the heroes to let down their guard. He'll promise the moon and stars – but he *won't* put down his weapons. That's just common sense, since he outnumbers the heroes. But he'll assure them he means no harm if they cooperate.

If they do, they'll be stripped of their weapons and possessions, then led into a nearby building where the bandits have a burn barrel and crude bedding to form an encampment. Trevor asks the heroes what they're doing, where they're headed, etc. If the heroes are wearing Firefly armbands or pendants, Trevor notices these but doesn't comment. Each hero's hands are bound with rope. At this time Trevor lays down his terms: The heroes can walk away unharmed as long as they perform a little “chore” for him. All they need to do is lure the infected away from the area so the bandits can safely enter the building. He doesn't care how they do it, but he won't untie their bonds or give them weapons to use, and warns them he has a “damn good sniper” perched on a rooftop nearby who will have orders to shoot if the heroes do anything other than their task.

If they consent, he'll give them some food and water then the bandits march them out into the street. He speaks into a radio to give orders to his sniper, then heads back into the hideout. The heroes are free to do as they please, but the sniper is no bluff, and will start shooting if they visibly deviate from the plan. Drawing the attention of the Infected can be done any number of ways (don't forget to reward clever gameplay with Bennies!) but, if successful, the heroes will find themselves running for their lives before a veritable army of Runner, Stalkers, and Clickers. The exact number isn't important, because any number will surely be too much for them to handle without weapons. They'll need to rely on stealth to escape.

Returning to the bandit hideout, the heroes find the bandits, along with all their equipment, gone. They've entered the office building to try and reach the airplane, figuring the heroes to be dead. They'll need to get creative if the heroes want to survive. Fortunately, impromptu weapons are all over, and the buildings provide scavenging opportunities.

If at any time the heroes resist or refuse Trevor's crazy plan, combat breaks out. The bandits with guns take position behind available cover while those with melee weapons try to engage the heroes. As soon as three bandits go down (or Trevor himself is Incapacitated), the rest scatter and try to regroup.

Scene Three: The Office

Whether they came here directly or pursue the bandits into this building, the heroes soon find themselves in grave danger. In this building are three more Stalkers and two Clickers, but worst of all is the Bloater occupying a huge room full of cubicles upstairs. Amid all this are any of the surviving bandits, who attack the heroes directly only when it's safe or convenient.

Anyone entering the lobby through the broken revolving door can clearly see the airplane suspended above, resting partially on a huge metal decorative globe. It's bent and broken, one wing on the floor and the other dangling by wires. Glass and metal litter the floor of the lobby. They notice something else, too: the cry of a baby coming from the plane! The best way to get up there is either from the roof or by climbing across to the globe from a nearby balcony.

Either way, the heroes must first get upstairs. A broad staircase will get them to the second floor, but the elevator is caved in, meaning they'll have to

take the emergency stairs to reach the balcony. The emergency stairs are located toward the back of the building, past a number of office rooms. These rooms are thick with spores (treat like thick fog) and prowled by three Clickers. When the heroes reach the emergency stairs, they stumble upon three bandits. One of them carries a duffel bag containing the heroes' stolen weapons! The bandits don't give up their haul easily and fight to the death.

The roof exit is impassible, so any hope of a roof approach is out. Cutting back across the third floor of the building passes the heroes through the room full of cubicles. Here the Bloater stalks the heroes through the rows, aided by two Clickers. Make sure to draw out the room, giving the heroes plenty of cubicle rows to hide behind and room to maneuver. This room is maze-like, dark, and full of useful objects. This encounter is very tough, so encourage the players to try a variety of tactics; leaving the Bloater behind is a valid approach!

Past this room is an executive suite. Here is where Maria Cruz, injured and infected, has holed up with a pistol. Once she realizes the heroes aren't Infected or bandits, she implores them to save the baby and to deliver it to the Firefly QZ in Colorado because, she says, the baby is "immune." She then pleads them to end her life before she turns.

From here the balcony is just beyond a door. A ladder suitable for spanning the distance to the globe rests nearby. Crawling across requires a Climbing check (allies can aid this roll by holding the ladder still). The extra weight threatens to collapse the whole thing, so only one hero can attempt this. Inside the plane, the baby is resting on the floor near several corpses. Getting it back across to safety is a delicate operation, one that is made more complicated by the arrival of Trevor (if he's alive) and any remaining bandits, who is still talkative not no longer interested in making deals. At this moment, a dozen Runners enter the lobby below, heading straight for the stairs. The heroes need to finish off the Bandits and escape the building, keeping the baby safe.

Conclusion

The heroes need to decide what to do with the baby. Those who know how the Fireflies are seeking a cure might not want to return to base with her. Either way, getting her to safety might be an adventure unto itself!

Ballard

Concept: Leader

Gender: Male

Age: 45

Rank: Seasoned

XP: 25

Attributes

d6 Agility

d6 Smarts

d8 Spirit

d6 Strength

d6 Vigor

Derived Statistics

Pace 6

Parry 5

Toughness 5

Charisma 2

Bennies 3

SAVAGE THE LAST OF US

Ballard got his start in the San Francisco QZ, where he was a ranking member of FEDRA until a foray outside the wall led to the slaughter of his troops. He was rescued by Fireflies and eventually joined them, using his expertise to help them run interference against the military. He's energetic, capable, dedicated, but perhaps a little too idealistic.



Skills

d6 Fighting

d6+2 Healing

d6 Notice

d8 Persuasion

d6 Shooting

d6 Stealth

d6 Survival

Edges and Hindrances

Brave: +2 to Fear tests

Charismatic: Charisma +2

Command: +1 to troops recovering from being Shaken

Command Presence: Increase command radius to 10"

Healer: +2 Healing

Natural Leader: Leader may give Bennies to troops in command

Code of Honor: Character keeps his word and acts like a gentleman

Cautious: Character is overly careful

Loyal: The hero tries to never betray or disappoint his friends

Damage

Wounds

-1

-2

-3

INC!

-2

-1

Fatigue

-2

-1

Permanent Injuries:

Weapons

| Weapon | Range | Dam. | Notes |
|----------------|---------|--------|---|
| Baton | - | str+d4 | |
| Glock | 12/24/4 | 2d6 | Shots 17, AP 1, Semi |
| Survival Knife | - | str+d4 | Supplies add +1 to Survival rolls |
| Smoke Bomb | 5/10/20 | - | Lg. Burst, -6 obscurement penalty for 3 rds |

Armor

Type Area Prot. Notes

Gear

Backpack, Blanket, Canteen, Crowbar, Flashlight, Rope (10"), Tool Kit, Trail Rations (5 meals), Whistle, Med Kit (+2 to a single Healing roll), Walkie-Talkie, Gas Mask (-2 Notice), Firefly Pendant.

Cassidy

Concept: Sniper

Gender: Female

Rank: Seasoned

Age: 30

XP: 25

Attributes

d10 Agility

d6 Smarts

d6 Spirit

d6 Strength

d6 Vigor

Derived Statistics

Pace 6

Parry 5

Toughness 4

Charisma 0

Bennies 3



SAVAGE THE LAST OF US

Cassidy barely remembers a time before the Cordyceps Outbreak. Over the last two decades she joined many groups who were surviving as best as they could against the Infected and the Hunters, but inevitably their luck would run out. Now with the Fireflies, Cassidy is an accomplished shooter who often uses her skills for sniping or cover. She's crafty, observant, and quiet.

Skills

d6 Fighting

d8+2 Notice

d10 Shooting

d6 Stealth

d6 Survival

d4 Throwing

Alertness: +2 Notice

Dead Shot: Double ranged damage when dealt Joker

Marksman: Aim maneuver (+2 Shooting) if hero does not move

Quick: Discard draw of 5 or less for new card

Steady Hands: Ignore unstable platform penalty; Running penalty reduced to -1

Trademark Weapon: +1 to Shooting rolls when using Kar98 rifle.

Small: -1 Toughness due to thin body

Phobia (Minor): -2 to Trait tests in tight, enclosed spaces

Quirk (Loves Crosswords): Cassidy collects old crossword books and solves them obsessively during her downtime.

Damage

Wounds

-1
-2

-3

INC!

-2

Fatigue

-1

Permanent Injuries:

Edges and Hindrances

Weapons

| Weapon | Range | Dam. | Notes |
|-------------|----------|--------|---|
| Kar98 | 24/48/96 | 2d8 | Shots 5, AP 2 |
| S&W | 12/24/48 | 2d6+1 | Shots 6, AP 1, Revolver |
| Switchblade | - | str+d4 | -2 to Notice if hidden |
| Smoke Bomb | 5/10/20 | - | Lg. Burst, -6 obscurement penalty for 3 rds |
| Nail Bomb | 5/10/20 | 2d6 | Med. Burst, Can set trap |

Armor

Type Area Prot. Notes

Gear

Backpack, Blanket, Canteen, Flashlight (10" beam), Rope (20"), Trail Rations (5 meals), Whistle, Med Kit (+2 to a single Healing roll), Walkie-Talkie, Gas Mask (-2 Notice), Firefly Pendant.

John

Concept: Smuggler

Gender: Male

Age: 27

Rank: Seasoned

XP: 25

Attributes

d8

Agility

6

Pace

d6

Smarts

6

Parry

d6

Spirit

5

Toughness

d6

Strength

-1

Charisma

d6

Vigor

3

Bennies

Derived Statistics

SAVAGE THE LAST OF US

Coming from the Seattle QZ, John lived a happy life until he was 12, when a family member got him involved in smuggling and he became an illegal. Living by his skills and wits, and staying on the move, John eventually joined the Fireflies and used his survival skills to aid in the fight against the military. John is daring, quick, and arrogant.



Skills

d8 Fighting

d6+2 Notice

d4 Repair

d6 Shooting

d6 Stealth

d6 Survival

d4 Swimming

d4 Tracking

d4 Throwing

Edges and Hindrances

Alertness: +2 Notice

Brave: +2 to Fear tests

Combat Reflexes: +2 to recover from being Shaken

Danger Sense: Notice at -2 to detect surprise attacks/danger

Dodge: -1 to be hit with ranged attacks

Luck: +1 Benny per session

Quick: Discard draw of 5 or less for new card

Arrogant: Must humiliate opponent, challenge the 'leader'

Habit (Minor): Expects the worse and vocalizes his fatalism often; -1 Charisma

Vengeful (Minor): Character holds a grudge

Damage

Wounds

-1

-2

-3

INC!

Fatigue

-2

-1

Weapons

| Weapon | Range | Dam. | Notes |
|------------|----------|--------|-------------------------------|
| DB Shotgun | 12/24/48 | 1-3d6 | RoF 1-2, Shots 2 |
| Ruger | 10/20/40 | 2d6-1 | Shots 9, Semi-Auto |
| Machete | - | str+d6 | Breaks with 1 on Fighting die |
| Shiv | - | str+d4 | Med. Burst, Can set trap |

Armor

Type

Area

Prot.

Notes

Gear

Backpack, Canteen, Flashlight (10" beam), Lighter, Rope (10"), Whistle, Med Kit (+2 to a single Healing roll), Walkie-Talkie, Gas Mask (-2 Notice), Firefly Pendant.

Permanent Injuries:

Maggie

Concept: Scout

Gender: Female

Rank: Seasoned

Age: 16

XP: 25

Attributes

d8 Agility

d6 Smarts

d8 Spirit

d4 Strength

d4 Vigor

Derived Statistics

Pace 6

Parry 4

Toughness 4

Charisma 0

Bennies 4



SAVAGE THE LAST OF US

The youngest of her team, Maggie was born in the Atlanta QZ and fled when it fell to infection. She met Cassidy shortly before the two of them were discovered by Fireflies, and she's been a useful member ever since, specializing in stealth and scouting. In spite of everything she's seen, Maggie is faithful, generous, and jovial. She's fascinated with pre-Outbreak pop culture.

Skills

d6+2 Climbing

d4 Fighting

d6+2 Lockpicking

d8 Notice

d8+2 Stealth

d4 Survival

Edges and Hindrances

Common Bond: May give Bennies to companions

Immune: Cannot become Infected by Cordyceps fungus

Quick: Discard draw of 5 or less for new card

Thief: +2 Climb, Lockpicking, Stealth, and to disarm traps

Loyal: The hero tries to never betray or disappoint her friends

Quirk (Pop-Culture Expert): Maggie loves pre-Outbreak pop culture

Young: 3 points for Attributes, 10 skill points, +1 Benny per session

Damage

Wounds

-1

-2

-3

INC!

-2

-1

Fatigue

Weapons

| Weapon | Range | Dam. | Notes |
|-------------|----------|--------|---|
| Glock | 12/24/48 | 2d6 | Shots 17, API, Semi-A |
| Switchblade | - | str+d4 | -2 to Notice if hidden |
| Smoke Bomb | 5/10/20 | - | Lg. Burst, -6 obscurement penalty for 3 rds |
| Nail Bomb | 5/10/20 | 2d6 | Med. Burst, Can set trap |

Armor

Type Area Prot. Notes

Gear

Backpack, Blanket, Canteen, Flashlight (10" beam), Lighter, Lockpicks (+1 to Lockpicking rolls), Binoculars (+2 Notice at long distance), Whistle, Walkie-Talkie, Goggles, Med Kit (+2 to a single Healing roll), Firefly Pendant.

Permanent Injuries:

Marcus

Concept: Mechanic

Gender: Male

Age: 35

Rank: Seasoned

XP: 25

Attributes

d4

Agility

6

Pace

d8

Smarts

5

Parry

d4

Spirit

7

Toughness

d8

Strength

-1

Charisma

d8

Vigor

3

Bennies

Derived Statistics

SAVAGE THE LAST OF US

Few dare ask Marcus about his origins, put off by his emotionless demeanor, but those close to him know he was there when the Dallas QZ collapsed into chaos, and that he had to personally kill his own daughter, Keisha, when she succumbed to infection. He's talented with machines, a skill which has saved his team many times in the field. In battle he is tactical and fearless.



Skills

d4

Driving

d6

Fighting

d4

Intimidation

d8+2

Notice

d8

Repair

d6

Shooting

d4

Stealth

d4

Survival

d4

Throwing

Edges and Hindrances

Alertness: Notice +2

Brawler: +2 to unarmed damage rolls

Brawny: Toughness +1; load limit 8 x Str

Combat Reflexes: +2 to recover from being Shaken

Improvisational Fighter: Ignores the usual -1 penalty to attack and Parry for improvised weapons

McGyver: May improvise temporary gadgets

Habit (Minor): Comes across as emotionally cold; Charisma -1

Heroic: Character always helps those in need

Phobia (Minor): -2 to Trait tests when in high places

Damage

Wounds

-1

-2

-3

INC!

-2

-1

Fatigue

Permanent Injuries:

Weapons

Weapon

Range

Dam.

Notes

Bow

12/24/48

2d6

Brass Knuck.

-

str+d4

Considered unarmed

Molotov

5/10/20

1d10

Med. Burst, targets may catch fire

Cocktail

5/10/20

2d6

Med. Burst, Can set trap

Armor

Type

Area

Prot.

Notes

Gear

Backpack, Sleeping bag, Canteen, Crowbar, Flashlight (10" beam), Hammer, Handcuffs, Oil (1 pint), Quiver (Holds 20 arrows), Rope (10") x2, Whistle, Med Kit (+2 to a single Healing roll), Walkie-Talkie, Gas Mask (-2 Notice), Firefly Pendant.

Paige

Concept: Scavenger

Gender: Female

Age: 28

Rank: Seasoned

XP: 25

Attributes

| | | | |
|----|----------|-----------|----|
| d8 | Agility | Pace | 8 |
| d4 | Smarts | Parry | 6 |
| d6 | Spirit | Toughness | 6 |
| d6 | Strength | Charisma | -2 |
| d6 | Vigor | Bennies | 3 |

Derived Statistics

SAVAGE THE LAST OF US



Paige was raised as a merciless Hunter, taught to live by her wits. When her clan fell, she wandered alone before stumbling upon the Firefly garrison in Colorado. Starving and in no position to fight, she was instead fed and clothed, a kindness that swayed her to reconsider her ideology. While ruthless in battle, Paige has an instinct for scavenging, often spotting useful items.

Skills

d8 Fighting
 d6 Intimidation
 d6+2 Notice
 d4 Shooting
 d6 Stealth
 d6 Survival
 d4 Throwing

Edges and Hindrances

Acrobat: +2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Alertness: +2 Notice
Brawny: Toughness +1; load limit 8 x Str
Combat Reflexes: +2 to recover from being Shaken
Danger Sense: Notice at -2 to detect surprise attacks/danger
Fleet-Footed: +2 Pace, d10 running die instead of d6
Quick: Discard draw of 5 or less for new card
Two-Fisted: May attack with a weapon in each hand without multi-action penalty

Wounds Fatigue

-1 **-3** **INC!** **-2** **-1**

Permanent Injuries:

Weapons

| Weapon | Range | Dam. | Notes |
|------------|----------|--------|------------------------------------|
| Peacemaker | 12/24/48 | 2d6+1 | Shots 6, API, Revolver |
| Hammer | - | str+d6 | API vs. rigid armor |
| Shiv | - | str+d4 | Breaks with 1 on Fighting die |
| Molotov | 5/10/20 | 1d10 | Med. Burst, targets may catch fire |
| Cocktail | | | |

Armor

Type **Area** **Prot.** **Notes**

Gear

Backpack, Canteen, Crowbar, Flashlight (10" beam), Rope (10"), Whistle, Med Kit (+2 to a single Healing roll), Walkie-Talkie, Gas Mask (-2 Notice), Firefly Pendant.