



THE LAST OF US

2d20

Reskinned By Brandon Perkins from Fallout 2d20 by Modiphius

Basics:

2d20 system

Low rolls are good, high are bad

Skill Checks:

- 1) Attribute + Skill = Target Number
 - GM tells player what attribute and skill to use for the test
 - The player adds the attribute and skill together from their character sheet
 - To succeed, the player has to roll equal to or less than the target number

- 2) Roll Difficulty
 - The difficulty number is how many 2d20 rolls need to match or roll under the target number for a success
 - Difficulty is usually between 0 - 5
 - Extreme or impossible is 6+

- 3) Player selects number of d20s to roll
 - Player has a min of 2d20s to start
 - Player can choose to purchase up to 3 additional d20s using action points, to a maximum of 5d20s rolled on a single test

- 4) Player Rolls
 - Player rolls to beat the target number
 - Player succeeds if they match or exceed the number of successes defined by the GM
 - Any additional successes can be banked as action points

- 5) Resolution
 - GM narrates the outcome

Difficulty Zero Tests

- Simple actions that will always succeed, or the player has an item or equipment that reduces difficulty
- Player doesn't have to roll on these tests, but it proves as a great opportunity to build Action Points
- Complications can still be rolled during these tests

Opposed Tests

- The character wants to attempt a test, but an opposing character/player/NPC is acting against it
- The opposing character rolls first, with the option of purchasing additional d20s. The number of successes rolled will determine the difficulty of the test for the player
- Failures can lead to the opposing character gaining AP from the test
- External factors can impact the test difficulty. Eg. difficult terrain, or darkness etc
- PvP opposed tests cannot draw from the AP pool. Instead, they would have to purchase AP from the GM. No AP can be gained from the outcome of the test

Assisting

- GM may allow a player to assist during a skill test
- GM determines which attribute and skill will be used by the assisting player. It can be different than what the leading player is using
- Assisting player can only roll 1d20, and has no option to purchase additional d20s
- This roll only counts if the leading player has scored at least 1 success
- Assisting players can generate crit successes and complications

Group Tests

- This happens when the players are acting as a group eg. Sneaking past a clicker
- One player is designated the group leader and rolls 2d20 with the option to purchase additional with AP
- Each member in the rest of the party will roll 1d20 using their own attribute and skill
- The leader must roll at least 1 success or none of the party rolls count

Success at a Cost

- The GM may allow the player to succeed at a test if they accept a number of additional complications
- If the player determines that the cost is too high, they can choose to fail instead of accepting the complications
- AP cannot be spent to alter the outcome of succeeding at a cost

Critical Successes and Failures:

Crit successes count as 2 successes

- Rolling a 1 is a crit success
- Succeeding with a tagged skill is a crit success

Complications

- Rolling a 20 results in a complication, which is defined by the GM. Either the task gets harder, or something happens after the task is completed.
- Complications don't fail the test. Players can still roll to complete the test
- A riskier action can lead to complications on a wider range of numbers

Complication Range	Complications Generated on...	Description
1	20	Normal
2	19-20	Risky
3	18-20	Perilous
4	17-20	Precarious
5	16-20	Treacherous

- Players are welcome to suggest their own complication to the GM, but the GM doesn't have to accept it

Action Points and Luck:

Action Points

- Players generate action points when they roll additional successes over the difficulty of a skill test
- Action points are shared amongst the party
- The party can save up to 6 action points total
- Players are able to purchase extra d20s with action points
 - 1st d20 = 1AP
 - 2nd d20 = 2AP
 - 3rd d20 = 3AP
 - Total cost to buy 3 additional d20s for a roll is 6 AP

- Players can use 1AP to ask the GM a question which has to be answered truthfully. The GM must be truthful, but doesn't have to give full info. GM info should be useful in some way to validate the AP cost
- Player can spend 2AP to cut the time of a task in half
- In combat, players can use 1AP to get an additional Minor Action or 2AP for an additional Major Action
- Players can also purchase up to three additional combat dice at the cost of 1AP each
- Players can purchase deep perception with 1AP, which allows them to focus on their surroundings with their senses. This can reveal the location of enemies/NPCs on the other side of a wall, if those individuals happen to be making sound
- Players can spend 2AP to coup-de-grace an enemy that they have successfully snuck up on. The coup-de-grace can also be performed at moderate difficulty and treacherous(16-20) complication range.
- Players can purchase AP from the GM, but they can only be used for additional d20s for skill tests. This transaction gives an equal number of action points to the GM in return. These GM AP can be used on NPC actions. There is no limit to the number of AP the GM can have.

Luck

- Player can spend 1 Luck Point to get a new piece of information or discover something that could help with the current objective
- Player can spend 1LP to replace a required attribute with their luck attribute during a skill test
- In combat, the player can spend 1LP to move up one place in the initiative order. Doing so counts as a full turn.
- You may spend one or more Luck points to re-roll dice in a dice pool you roll. You may re-roll one d20, or up to three CD, by spending one Luck point, and you can spend multiple Luck points on a roll.

Miss Fortune

- Player may reroll d20s on a skill test of up to 3 combat dice on an attack
- Each die can only be rerolled once
- The cost is 1AP per die
- Player must use the rerolled number, even if it is lower than the original

Regaining Luck

- Luck can be regained when reaching a GM determined milestone
- Outside of combat, a player can reflect on a personal trinket to regain 1LP. This can only be done once per quest.

Combat:

Initiative

- The player/NPC who initiates combat takes 1 turn before the start of the first round
- Initiative order is determined by player initiative scores
- Player/NPC initiative is determined by PER+AGI. Some NPCs will get a bonus on initiative as defined in their stat block
- Creature initiative is determined by Body+Mind

Actions in Combat

- Characters get 1 Minor and 1 Major Action per turn
- Characters can spend 1 AP to gain 1 additional Minor Action -or- 2 AP to gain 1 additional Major Action
- An additional Major Action has a +1 difficulty
- Actions can be taken in any order
- Max of 2 Major and 2 Minor Actions per turn
- Only 1 Movement Action can be taken per turn

Minor Actions

- Aim: Reroll 1d20 on an attack roll
- Draw Item: Pick up an item within reach or within inventory. Alternatively, they can be put away with this action
- Interact with Item or Object: Use an item or something around them eg. push a button
- Move: Travel up to one zone to any position within medium range or stand up from being prone
- Use Item: On themselves or on character within reach

Major Actions

- Assist: Help an ally on their turn. Character can give up their own turn to assist another character on their turn
- Attack: Attempt a melee or ranged attack
- Command Ally NPC: Choose one major action for the NPC to perform. The NPC will assist automatically if they have been persuaded to do so
 - Person: CHA + Speech
- Defend: AGI + Athletics test with a difficulty of the character's current defense rating. On success gain +1 def -OR- +2 def by spending 2AP
- First Aid: Treat self or nearby ally. INT + Medicine test
 - Heal HP
 - Stabilize dying character
 - Treat an injury

- Pass: Take no action
- Rally: Difficulty Zero END + Survival skill test to gain AP. A different combination of attribute + skill may be selected depending on the situation
- Ready: Prepare an action triggered by a future event
- Sprint: Move up to two zones within long range
- Skill Test: Perform an action not covered in combat at GM's discretion

Attacking

- Choose your weapon, then your target
- If you choose a weapon that you're not currently wielding, you will have to draw it using your minor action
- You must be able to see the target and they must be within the weapon's range
- You can choose a location on the target to hit. This increases difficulty by 1
- Weapon type determines the skill test required for the attack
 - Unarmed: STR + Unarmed skill
 - Melee: STR + Melee weapons skill
 - Guns/Bows: AGI + Guns skill
 - Throwing: AGI + Throwing skill
 - Explosives: PER + Explosives skill
- Test difficulty is determined by the target defense rating + range. For explosives, however, the difficulty is 2 + range. If target is closer or farther than the stated range on the weapon, it will result in increased difficulty
 - Ranges are close, medium, long, and extreme
 - For each additional range variation between you and your target, the difficulty is increased by +1
 - If your target is close enough to be within arm's reach, then the difficulty is increased by 2
- Sneak attacks: If the target is unaware of your presence at the time of the attack, the difficulty to hit is decreased by 1 (min of zero)
- Hit location is determined by a d20 roll or a hit location die

D20 Roll	Hit Location
1-2	Head
3-8	Torso
9-11	Left Arm
12-14	Right Arm
15-17	Left Leg
18-20	Right Leg

- Damage is calculated by rolling a number of combat dice (d6) specified by the weapon type. Add bonuses from action points spent, perks, etc.

D6 Roll	Damage and Effects
1	1 damage
2	2 damage
3	Nothing
4	Nothing
5	1 damage + damage effects trigger
6	1 damage + damage effects trigger

- Rolled damage represents potential damage before accounting for resistances.
- Arm: You drop any object held in that hand, and the arm is broken or otherwise unable to move. You cannot perform any actions using that arm—by itself or alongside your other arm.
- Leg: You immediately fall prone as your leg gives out under your weight. You can no longer take the Sprint action, and the Move action is now a major action for you.
- Torso: You begin bleeding heavily. At the end of each of your subsequent turns, you suffer 2 DC physical damage, ignoring all your Damage Resistances.
- Head: You are momentarily dazed and lose your normal actions in your next turn (though you may spend AP for extra actions as normal). Further, you cannot see clearly, and increase the difficulty of all tests which rely on vision by +2

Damage and Resistances

- Most targets will have some type of damage resistance
- Damage Types:
 - Physical
 - Unarmed
 - Blunt
 - Slashing
 - Stabbing
 - Ballistics
- Damage Effects - Some weapons have damage effects natively or due to mods and are listed in the weapon stats
 - Burst: Hit one additional target close to your target at the cost of one additional ammo

- Persistent: Target takes additional damage on the end of their next turn. The number of extra turns is determined by the number of effects rolled. Target can spend their Major Action to perform a skill test to stop the damage early, but must defeat a difficulty equal to the number of turns the effect will last.
- Piercing: Ignores a number Damage Resistance on the target based on the weapon's stats. The effect stacks so reduce the DR accordingly for each effect rolled.
- Stun: Target cannot take normal actions on their turn, but can spend AP to perform additional actions
- Spread: For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (rounded down) and hits a random location even if a specific location was targeted for the initial attack
- Damage dealt = total rolled - target resistance

Critical Hits and Injuries

- A critical hit happens when a character suffers 5 or more damage in a single attack. This causes an injury to the hit location.
 - Arm: Anything held is dropped. The arm is considered broken and unusable. No actions that depend on that arm can be performed.
 - Leg: Immediately fall prone. Can't take the sprint action. Any movement becomes a major action.
 - Torso: Character begins to bleed heavily. They take 2 combat dice damage at the end of the following turns. This damage ignored DR.
 - Head: Character cannot take normal actions on their next turns. They can spend AP to perform actions, however. Any action that requires vision has an increased difficulty of 2.
- Multiple injuries can be sustained to a single hit location. Each injury must be individually treated before the location can be considered fully healed.
- Injuries persist until healed

Dying

- When a character is knocked to zero HP, they start dying. The hit location where they were last struck becomes injured, and they immediately fall prone.
- If a character was knocked down by a critical hit, they take 2 injuries to the hit location instead of 1.
- While dying, a character is unconscious, can't take actions, and can't recover HP from using First Aid on themselves.
- At the start of their turn, they will roll END + Survival. The difficulty of this test is equal to the number of injuries they've sustained. The complication range is extended to 19-20 on these rolls
- On a success, the character stays alive, but remains in the dying condition.
- If they fail, they die.

- Any damage sustained while dying will cause an additional injury
- First Aid can stabilize a dying patient

Healing in Combat

- If you have a First Aid Kit, you can use the First Aid action to heal yourself or another character within close range. This requires a test of INT + Medicine with a difficulty equal to the number of injuries the patient has. Difficulty is increased by 1 if you are performing First Aid on yourself
- Successful First Aid can...
 - Stabilize a dying patient
 - Heal an amount of HP equal to your Medicine rating
 - Treat an injury. When treating an injury, the location is not completely healed, but the patient does regain use of that location. If a treated injury location takes damage again, roll 1CD -AND- if there is an effect on the damage, the injury will resume.

Healing Outside of Combat

- Resting, seeking medical attention, or using First Aid Kits are ways to heal outside of combat.
- Sleeping can only happen once per 24 hour period. Resting for 6 hours recovers all lost HP. Resting for 8 hours grants +2 HP Maximum
- To heal injuries while resting, roll END + Survival with a base difficulty of 1 + the # of injuries. On a success, you recover from one injury. You can spend 2 AP to heal each additional injury
- Recovery
 - Restful day with no strenuous activity: difficulty of 1
 - Light activity = small amount of travel: difficulty of 2
 - Moderate activity = extensive travel with no combat: difficulty of 3
 - Heavy activity = extensive travel with combat: difficulty of 4
- Medical Care can be provided for someone that has been injured. Medical Care can be provided to a number of patients equal to the provider's medicine rating.
- Characters can assist with medical care using INT + medicine. If the patient has had a restful day, reduce the assist difficulty by 1

Ammo Expenditure

- Standard attack: 1 shot
- If AP have been spent to roll additional combat dice, subtract one shot per AP spent
- Explosives are one time use
- GM may allow you to retrieve thrown weapons

Hit Locations

- Head
- Torso
- Left Arm
- Right Arm
- Left Leg
- Right Leg
- Alternate creature hit locations are detailed in stats eg. wings, tail, etc.

Distance and Movement

- Zones are often separated by obstacles or impassable barriers
- Reach: Within arm's reach
- Close: Farther than reach, but still in the same zone as you. Movement as a normal movement action can be performed within a zone
- Medium: An adjacent zone. Movement as a minor action can allow a character to move this far.
- Long: 2 zones away. Sprinting with a major action can allow a character to move this far.
- Extreme: 3+ zones away

Cover

- Cover helps to provide extra damage resistance against physical attacks
- While in cover, you may roll a certain number of combat dice (depending on the type of cover) and add their rolled values to your damage resistance
- Only hit locations that are not obscured by cover can be hit. If the full body is behind cover, then the full body is obscured and cannot be targeted

COVER TYPE	COMBAT DICE
Foliage, Wood	1 
Rubble, Ruined Brick Walls, Metal Fencing	2 
Concrete Walls, Steel Barricades	3 

Difficult Terrain and Obstacles

- Difficult Terrain takes more effort to cross
- Obstacles divide zones and require more effort to cross
- It costs 1 or more extra action points to cross difficult terrain or obstacles


TERRAIN	AP COST
Thick mud, loose sand, up stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3

OBSTACLE	AP COST
Up to waist-height/short jump	1
Up to chest-height/short jump with run-up	2
Taller than you/long jump	3






- The Rally major action can generate action points for this activity

Terrain

Environmental Conditions

CONDITION	EFFECT
Poor Lighting/ Darkness	PER tests that rely on vision and all ranged attacks increase in difficulty by +1, +2, or +3, depending on the light level
Mist and Fog	PER tests that rely on vision and all ranged attacks increase in difficulty by +1 when the target is at Medium range or further.
Rain	Ranged attacks with Energy weapons, and Survival tests, increase in difficulty by +1 or +2, depending how heavy the rain is.
Radstorm	Any creature not in shelter suffers 2  radiation damage at the start of each turn.

Hazards

HAZARD	DAMAGE
Falling debris	3  physical damage
Falling	3  Stun physical damage per zone fallen
Open flame	2  energy damage
Raging fire	3  Persistent energy damage
Electrical discharge	3  Stun energy damage
Toxic chemical (spill)	2  poison damage
Toxic chemicals (immersed)	3  Persistent poison damage
Irradiated water	2  Persistent radiation damage
Irradiated air	2  Piercing radiation damage
Close proximity to radioactive waste or materials	5  radiation damage

Cordyceps: When exposed to Cordyceps either through spores or a bite from an infected creature, you have 1d4 days before becoming an Infected yourself, attacking any non-infected around you. An infected bite can be resolved if the infected limb is removed within the first day after being bitten.

Scavenging

Scavenging location description includes:

- Category: kinds of items, obstacles, hazards, occupants
- Level: level of PCs and NPCs. High level areas will mean good loot, but challenging for PCs. Aim to keep level no more/less than 2 in difference from PC level
- Scale: Size of location. This also determines the number of inhabitants.
 - Small: 1-3 inhabitants
 - Average: 3-6 inhabitants
 - Large: 5-10 inhabitants
 - Numbers are halved for NPCs with the *Big* ability

- Numbers double if the NPCs have the *Little* ability
- Inhabitants include animals, raiders, and infected
- Degree: how much the location has already been scavenged
- Items: categories of items, accompanied by x(min) y(max) representing the number of rolls on the loot table
- Other Details: description of obstacles, hazards, and occupants present

Scavenging items

Parts Scavenging Table	
1d4	Item
1	5 Parts
2	10 Parts
3	15 Parts
4	20 Parts

Crafting Scavenging Table	
1d6	Item
1	Alcohol
2	Binding
3	Blade
4	Explosive
5	Rags
6	Sugar

Weapons Scavenging Table	
1d20	Item
1	9mm Pistol
2	9mm Ammo (1d10)

3	Revolver
4	Revolver Ammo (1d10)
5	Hunting Rifle
6	Hunting Rifle Ammo (1d6)
7	Bow
8	Arrows (1d4)
9	Shotgun
10	Shotgun Ammo (1d4)
11	Flame Thrower
12	Propane (1d20)
13	Improvised Melee Weapon
14	Shiv
15	Shiv
16	Machete
17	Hatchet
18	Molotov Cocktail
19	Nail Bomb
20	Smoke Bomb

DEGREE	DIFFICULTY	SCALE	EXAMPLE	TIME TAKEN
Untouched	0	Tiny	A safe	1 minute
Partly Searched	1	Small	A room	10 minutes
Mostly Searched	2	Average	A small shop or home, or several rooms	30 minutes
Heavily Searched	3	Large	A large multi-story building, or several shops or homes	2 hours

Scavenging Scenes

- Search with PER + Survival
- Searches may be attempted more than once
- If successful, you find the minimum items from the location.

- AP can be spent to gain additional rolls. Each AP spent allows you to make one additional roll on any one loot table for one of the item categories the location contains, up to the maximum for each category. You may also spend 2 AP to halve the amount of time the search took.
- Recommended: do searches as a group test
- Obstacles
 - Mechanical locks: open with keys or successful PER + Lockpick
 - Electronic locks: open with password or successful PER + Science
 - Collapsed structure: passed with successful tests related to structural challenges
 - Obstacles take 10 x the difficulty to pass. After a success, 2AP can be spent to halve that time

Crafting

- Workbenches:
 - Weapons workbench
- Recipes are learned from associated perks
- Crafting takes 10 minutes, halved by spending 2AP
- Crafting = INT + Crafting level
- Success yields a crafted item
- Failure offers no item. Items will not be lost on a failed craft

Weapons + Crafting

Players can carry 1 sidearm, 1 longarm, 1 melee, and 1 throwable weapon at a time.

Sidearms

9mm Pistol:

Base

Range: Close

Damage Dice: 4

Rate of Fire: 0

Clip: 8

Fire Rate

Upgrade Level 1	Tools Level: 0 Parts Required: 20	Increases Rate of Fire to 1
Upgrade Level 2	Tools Level: 1 Parts Required: 30	Increases Rate of Fire to 2
Upgrade Level 3	Tools Level: 3	Increases Rate of Fire to 3

	Parts Required: 40	
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Clip Capacity

Upgrade Level 1	Tools Level: 0 Parts Required: 15	Increases Clip to 10
Upgrade Level 2	Tools Level: 1 Parts Required: 20	Increases Clip to 12
Upgrade Level 3	Tools Level: 2 Parts Required: 30	Increases Clip to 14
Upgrade Level 4	Tools Level: 3 Parts Required: 40	Increases Clip to 16

Revolver:

Base

Range: Close

Damage Dice: 6

Rate of Fire: 0

Clip: 6

Fire Rate

Upgrade Level 1	Tools Level: 0 Parts Required: 20	Increases Rate of Fire to 1
Upgrade Level 2	Tools Level: 1 Parts Required: 30	Increases Rate of Fire to 2
Upgrade Level 3	Tools Level: 3 Parts Required: 40	Increases Rate of Fire to 3

Longarms

Hunting Rifle:

Base

Range: Medium

Damage Dice: 5

Rate of Fire: 0

Clip: 2

Clip Capacity

Upgrade Level 1	Tools Level: 1 Parts Required: 20	Increases Clip to 4
Upgrade Level 2	Tools Level: 4 Parts Required: 40	Increases Clip to 6

Scope

Upgrade Level 1	Tools Level: 1 Parts Required: 25	Increases Range to Long
Upgrade Level 2	Tools Level: 4 Parts Required: 35	Increases Range to Extreme

Armour Piercing

Upgrade Level 1	Tools Level: 1 Parts Required: 15	Gains Piercing 1
Upgrade Level 2	Tools Level: 2 Parts Required: 40	Gains Piercing 2

Power

Upgrade Level 1	Tools Level: 4 Parts Required: 60	Increases Damage Dice to 7
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Bow:

Base

Range: Medium

Damage Dice: 5

Rate of Fire: 0

Clip: 1

Silent: A killing blow made by the bow counts as a silent takedown. However, if it is not a killing blow, the enemy will become aware of your presence.

Range

Upgrade Level 1	Tools Level: 4 Parts Required: 30	Increases Range to Long
Upgrade Level 2	Tools Level: 5 Parts Required: 50	Increases Range to Extreme

Fire Rate

Upgrade Level 1	Tools Level: 1 Parts Required: 20	Increases Rate of Fire to 1
Upgrade Level 2	Tools Level: 2 Parts Required: 30	Increases Rate of Fire to 2
Upgrade Level 3	Tools Level: 4 Parts Required: 50	Increases Rate of Fire to 3

Shotgun:

Base

Range: Close

Damage Dice: 5

Rate of Fire: 0

Clip: 1

Fire Rate

Upgrade Level 1	Tools Level: 2 Parts Required: 15	Increases Rate of Fire to 1
Upgrade Level 2	Tools Level: 3 Parts Required: 40	Increases Rate of Fire to 2
Upgrade Level 3	Tools Level: 4 Parts Required: 50	Increases Rate of Fire to 3

Clip Capacity

Upgrade Level 1	Tools Level: 2 Parts Required: 15	Increases Clip to 2
Upgrade Level 2	Tools Level: 3 Parts Required: 30	Increases Clip to 4
Upgrade Level 3	Tools Level: 4 Parts Required: 40	Increases Clip to 6
Upgrade Level 4	Tools Level: 5 Parts Required: 50	Increases Clip to 8

Flame Thrower:

Base

Range: Close

Damage Dice: 3

Rate of Fire: 4

Clip: 20

Persistent: If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM

Debilitating: The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.

Inaccurate: When making an attack with an Inaccurate weapon, you gain no Aim minor action

Burst: The attack may hit one additional target within Close range of the primary target for each Effect rolled. Each additional target costs 1 additional shot from the weapon.

Spread: For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (round down) and hits a random location even if a specific location was targeted for the initial attack

Range

Upgrade Level 1	Tools Level: 4 Parts Required: 40	Increases Range to Medium
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Power

Upgrade Level 1	Tools Level: 5 Parts Required: 60	Increases Damage Dice to 5
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Throwable

Molotov Cocktail:

Base

Range: Medium

Damage Dice: 4

Blast: When you make an attack with a blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective; roll only half the weapon's damage dice to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

Persistent: If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM

Crafting

Requirement	Crafting Level: 1 Components Required: 1 Rag, 1 Alcohol
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Nail Bomb:

Base

Range: Medium

Damage Dice: 9

Blast: When you make and attack with a blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective; roll only half the weapon's damage dice to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

Crafting

Requirement	Crafting Level: 2 Components Required: 1 Blade, 1 Explosive
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Smoke Bomb:

Base Range: Medium

Obscure: This explosive does no damage, but will obscure everything within a zone, making it harder to detect creatures within this zone using sight. This automatically hides creatures within this zone as long as they are not making sound.

Crafting

Requirement	Crafting Level: 3 Components Required: 1 Sugar, 1 Explosive
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Melee

Improvised Melee Weapon:

Base Range: Close

Damage Dice: 3

Shiv:

Silent, and immediately deadly to non-monstrous enemies

Breaks after 1 use

Crafting

Requirement	Crafting Level: 1 Components Required: 1 Binding, 1 Blade
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Machete:

Silent, and immediately deadly to non-monstrous enemies

Breaks after 3 uses

Hatchet:

Silent, and immediately deadly to non-monstrous enemies

Breaks after 6 uses

Items

First Aid Kit:

Crafting

Requirement	Crafting Level: 1 Components Required: 1 Alcohol, 1 Rag
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Enemies

These are examples. In game stats may differ.

Fireflies

Level 4, Human

S	P	E	C	I	A	L
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5	6	5	5	7	5	4
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Skills	
Guns 2	Science 4 (TAG)
Lockpick 2	Sneak 2
Medicine 1	Speech 2 (TAG)
Repair 2	Survival 1

HP	Initiative	Defense
9	11	1

Melee Bonus	Luck Points
–	–

Phys. DR
1 (Arms, Legs, Torso)

Attacks
<p>Unarmed: STR + Unarmed (TN 5) 5 CD Physical Damage</p>
<p>Revolver: AGI + Guns (TN 7) 6 CD Physical Damage</p>
<p>Molotov Cocktail: AGI + Throwing (TN 5) 4 CD Physical Damage</p> <p>Blast: When you make and attack with a blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective; roll only half the weapon's damage dice to determine the</p>

damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

Persistent: If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled.

A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM

FEDRA

Level 4, Human

S	P	E	C	I	A	L
6	5	5	5	5	7	4

Skills	
Athletics 2	Pilot 2
Guns 4 (TAG)	Sneak 2
Explosives 2	Survival 1
Melee Weapons 1	Throwing 2 (TAG)

HP	Initiative	Defense
9	11	1

Melee Bonus	Luck Points
–	–

Phys. DR
1 (All)

Attacks

Unarmed: STR + Unarmed (TN 6) 6 CD Physical Damage
Hunting Rifle: AGI + Guns (TN 11) 5 CD Physical Damage
Nail Bomb: AGI + Throwing (TN 9) 9 CD Physical Damage
Blast: When you make and attack with a blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective; roll only half the weapon's damage dice to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.

Hunter (OR) Cannibal

Level 4, Human

S	P	E	C	I	A	L
6	6	5	5	5	6	4

Skills	
Athletics 2	Science 1
Guns 2	Sneak 4 (TAG)
Melee Weapons 2 (TAG)	Speech 1
Repair 2	Unarmed 2

HP	Initiative	Defense
9	11	1

Melee Bonus	Luck Points
-------------	-------------

-	-
---	---

Phys. DR
1 (Arms, Legs, Torso)

Attacks
Unarmed: STR + Unarmed (TN 7) 6 CD Physical Damage
9mm Pistol: AGI + Guns (TN 8) 4 CD Physical Damage
Shotgun: AGI + Guns (TN 8) 5 CD Physical Damage

Runner

Level 3, Infected Human

Body	Mind
5	5

Melee	Guns	Other
3	-	2

HP	Initiative	Defense
8	10	1

Phys. DR
0

Attacks
Unarmed: BODY + Melee (TN 8)

3 CD Physical Damage

Clicker

Level 5, Infected Human

Body	Mind
7	7

Melee	Guns	Other
4	-	2

HP	Initiative	Defense
12	14	1

Phys. DR
2 (All)

Attacks
Unarmed: BODY + Melee (TN 11) 4 CD Physical Damage

Special Abilities
Sightless Perception: -2 to all rolls involving Perception (Hearing only)

Stalker

Level 3, Infected Human

Body	Mind
5	5

Melee	Guns	Other
-------	------	-------

3	-	2
---	---	---

HP	Initiative	Defense
8	10	1

Phys. DR
0

Attacks
Unarmed: BODY + Melee (TN 8) 3 CD Physical Damage

Special Abilities
Silent Movement: -2 to all rolls involving Sneak

Bloater

Level 18, Monstrous Infected Human

Body	Mind
12	5

Melee	Guns	Other
5	-	4

HP	Initiative	Defense
48	17	1

Phys. DR
8 (All)

Attacks

Bull Rush: BODY + Melee (TN 17)
11 CD Physical Damage

Spore Explosion Projectile: BODY + Guns (TN 12)
8 CD Physical Damage

Persistent: If one or more Effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled.

A character may spend a major action to make a test to stop Persistent damage early; the difficulty is equal to the number of Effects rolled, and the attribute + skill used are chosen by the GM

Special Abilities

Silent Movement: -2 to all rolls involving Sneak

Character Creation

S.P.E.C.I.A.L. Attributes

Strength
Perception
Endurance
Charisma
Intelligence
Agility
Luck

Skills

Athletics
Barter
Explosives
Guns
Lockpick
Medicine
Melee Weapons
Pilot
Repair
Science
Sneak
Speech
Survival

Throwing
Unarmed

Tag Skills

A few of your skills are Tag skills, marking them as your areas of expertise. Tag skills represent a focused training in those skills, a special affinity or talent with that discipline

Tag skills increase your chances of a critical success. When you use a tagged skill, each d20 that rolls equal or under the skill rank is a critical success, scoring two successes instead of 1.

Initiative

Your initiative determines how quickly you act in combat. It is equal to your PER + AGI. This is a static number which determines your place in the turn order during a combat encounter—it isn't a target number for a skill test.

Defense

Your Defense statistic is the basic difficulty of any attacks made against you. It is based on your Agility attribute:

- AGI 1-8: your Defense is 1.
- AGI 9+: your Defense is 2.

Damage Resistance

Your resistance to different types of damage is determined by your equipment and your perks. Damage Resistance (DR) is subtracted from damage inflicted of the same type before it reduces your health—physical Damage Resistance reduces physical damage, radiation Damage Resistance reduces radiation damage, etc.

- Physical Damage Resistance is how much physical damage you can shrug off from an attack. Clothing and armor are the main sources of physical DR, depending on how they're made, but mutations can also provide some natural resistance to incoming attacks. Physical DR normally varies by hit location, depending on clothing or armor.




Health Points

Your starting maximum health points (HP) are determined by adding together your Endurance and your Luck scores. Your health points deplete as you suffer damage, and generally show

how far you are from death, as explained in the Combat chapter. As you increase in level, you increase your maximum health points, and you can use perks to increase them further

Melee Damage

Your melee damage statistic lists any bonus damage you do with melee weapons or unarmed attacks, due to having a high Strength attribute. You add the number of bonus Combat Dice listed to your melee damage rolls.

STRENGTH ATTRIBUTE	ADDITIONAL COMBAT DICE
7–8	+1 
9–10	+2 
11+	+3 

Time to Create!

- 1. Choose Your Origin:** Firefly, FEDRA Soldier, Survivor, Smuggler, or Hunter
- 2. Increase S.P.E.C.I.A.L. Attributes:** Each attribute starts with a rank of 5. Spend 5 points across your 7 attributes to increase them to a maximum of 10 each. You can reduce any attribute from 5 to 4 to gain a point to spend to increase any other attribute
- 3. Tag Skills and Buy Skill Ranks:** Choose 3 tag skills. Add 2 ranks to each tag skill. Then, spend 9 + INT points to increase your skill ranks. Each skill starts at 0
- 4. Choose Your First Perk:** Check the Perks section for more information
- 5. Calculate Your Derived Statistics:** Such as Defense
- 6. Set Your Starting Equipment:** Give yourself Basic Armor, which accounts for 1 Physical DR for each of your body parts. Also select 1 sidearm (and 5d6 ammunition), 1 longarm (and 5d6 ammunition), 1 melee, and 1 throwable weapon. On top of these items you get one Particle Mask.

Leveling Up!

As you scavenge and survive in the apocalypse you will occasionally hit a story milestone and you will level up, increasing your character's level by 1. Your character starts at level 1 by default. Each time your level increases, you gain the following benefits:

- Your maximum health points increase by +1.
- You choose one skill to increase by 1 rank, up to a maximum of 6.
- You gain a single perk. Most perks have some requirements which your character must meet for you to select that perk, such as a specific level, a high enough S.P.E.C.I.A.L. attribute, or another aspect of your character.

Origins

Fireflies

The resistance fighters of the apocalypse, standing firm against FEDRA and working hard to secure a brighter tomorrow (through any means necessary).

You get an additional Tag skill: either Medicine, Survival, or Speech

You follow the orders of your immediate superiors and work to protect your fellow Fireflies

FEDRA Soldier (Federal Disaster Response Agency)

FEDRA is the last line of defense against the Cordyceps infection. They maintain quarantine zones and keep the rule of law at any cost.

You get an additional Tag skill: either Guns, Melee Weapons, or Explosives

Similar to the Firefly, you follow the orders of your immediate superiors and protect your siblings in arms. However, you also seek to end all forms of the infection. This means that you may be perfectly comfortable killing anyone showing any sign of infection.

Survivor

Survivors of the apocalypse live in quarantine zones guarded by FEDRA, infiltrated by Fireflies, and secretly supplied by Smugglers. Survivors have done just that, survived.

You gain an additional tag skill of your choice

Survivors could hail from the time before the Cordyceps infection or have been born during the apocalypse. They could have nearly any occupational background, making them quite versatile.

Smuggler

Smugglers are the underground suppliers of various organizations, trading and selling goods of numerous variety. They frequent the areas outside of the quarantine zone, using their secret pathways in and out to move their wares.

You gain an additional tag skill: either Barter, Sneak, or Lockpick

Smugglers aren't usually quick to trust, often sticking to their own and keeping a professional distance.

Hunter

Hunters are a band of raiders that trap, trick, and murder people in order to survive. They live outside of Quarantine Zones and are often comprised of groups that had overthrown the military in their region.

You gain an additional tag skill: either Athletics, Melee Weapons, or Repair

Perks

Tools

Ranks: 5

Each rank of Tools allows you to upgrade guns using Parts that you find through scavenging.

Crafting

Ranks: 3

Each rank of Crafting gives you the knowledge required to be able to craft certain recipes. Some recipes can only be crafted with the appropriate recipe and also the appropriate Crafting level.

Focus

Ranks: 4

Requirements: PER 5

Rank 1 of Focus gives you the ability to use a Major Action to stay still and focus on your surroundings, revealing the locations of anything making sound within the same zone as you.

Rank 2 extends your focus to Medium range

Rank 3 extends your focus to Long range

Rank 4 extends your focus to Extreme range

Dogmeat

Ranks: 1

Requirements: CHA 7

You have a pet dog that serves as a friend and ally in dangerous times. The dog has the profile shown to the side and is treated as an allied NPC creature under your command. If your dog is slain, then you either find a new dog before the next adventure, or you may trade this perk for a different one after this adventure.

Dogmeat

Level 1, Mammal, Normal Creature

Body	Mind
5	4

Melee	Guns	Other
2	-	1

HP	Initiative	Defense
6	As PC	1

Phys. DR
0

Attacks
Bite: BODY + Melee (TN 7) 2 CD Physical Damage

Special Abilities
KEEN SENSES: One or more of Dogmeat's senses are especially keen; they can attempt to detect creatures or objects, which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
ATTACK DOG: When Dogmeat assists on one of your attacks, he must move within Reach of the target, and he inflicts his own melee damage on the target if the attack is successful.
COMPANION: Dogmeat's level is the same as yours and increases whenever you level up. Increase either Dogmeat's Body or Mind by +1 when you reach level 3 or any odd-numbered level after that. Increase Dogmeat's HP by +1 per level, and with any increases to Body. Increase Dogmeat's bite damage by +1 DC at 5th level

and every 5 levels beyond that.

THE LAST OF US

CHARACTER NAME

ORIGIN LEVEL

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

LUCK POINTS

SKILLS

NAME	TAG	RANK
Athletics [STR]	<input type="checkbox"/>	
Barter [CHA]	<input type="checkbox"/>	
Explosives [PER]	<input type="checkbox"/>	
Guns [AGI]	<input type="checkbox"/>	
Lockpick [PER]	<input type="checkbox"/>	
Medicine [INT]	<input type="checkbox"/>	
Melee Weapons [STR]	<input type="checkbox"/>	
Pilot [PER]	<input type="checkbox"/>	
Repair [INT]	<input type="checkbox"/>	
Science [INT]	<input type="checkbox"/>	
Sneak [AGI]	<input type="checkbox"/>	
Speech [CHA]	<input type="checkbox"/>	
Survival [END]	<input type="checkbox"/>	
Throwing [AGI]	<input type="checkbox"/>	
Unarmed [STR]	<input type="checkbox"/>	

COMBAT

MELEE DAMAGE: DEFENSE: INITIATIVE:

CURRENT HP: / MAX HP:

HEAD (1-2)
Phys. DR:

L. ARM (9-11)
Phys. DR:

R. ARM (12-14)
Phys. DR:

TORSO (3-8)
Phys. DR:

L. LEG (15-17)
Phys. DR:

R. LEG (18-20)
Phys. DR:

WEAPONS

NAME	SKILL	TAG	DAMAGE	EFFECTS	TYPE	RATE	RANGE
					Sidearm		
					Longarm		
					Melee		
					Throwable		

AMMO

TYPE	QUANTITY
9mm Pistol	
Revolver	
Hunting Rifle	
Bow	
Shotgun	
Flame Thrower	

PERKS

NAME	RANK	EFFECT

GEAR