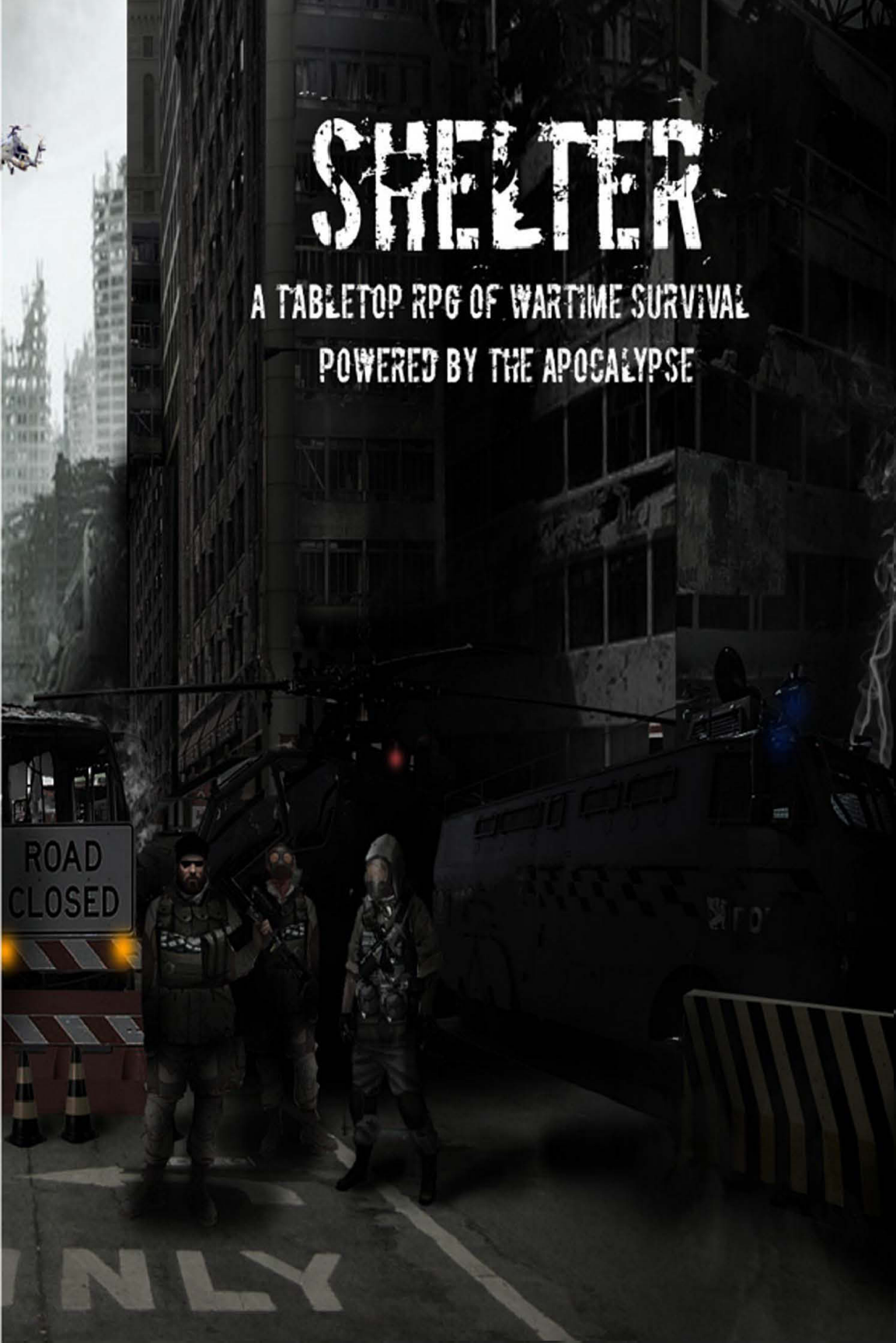
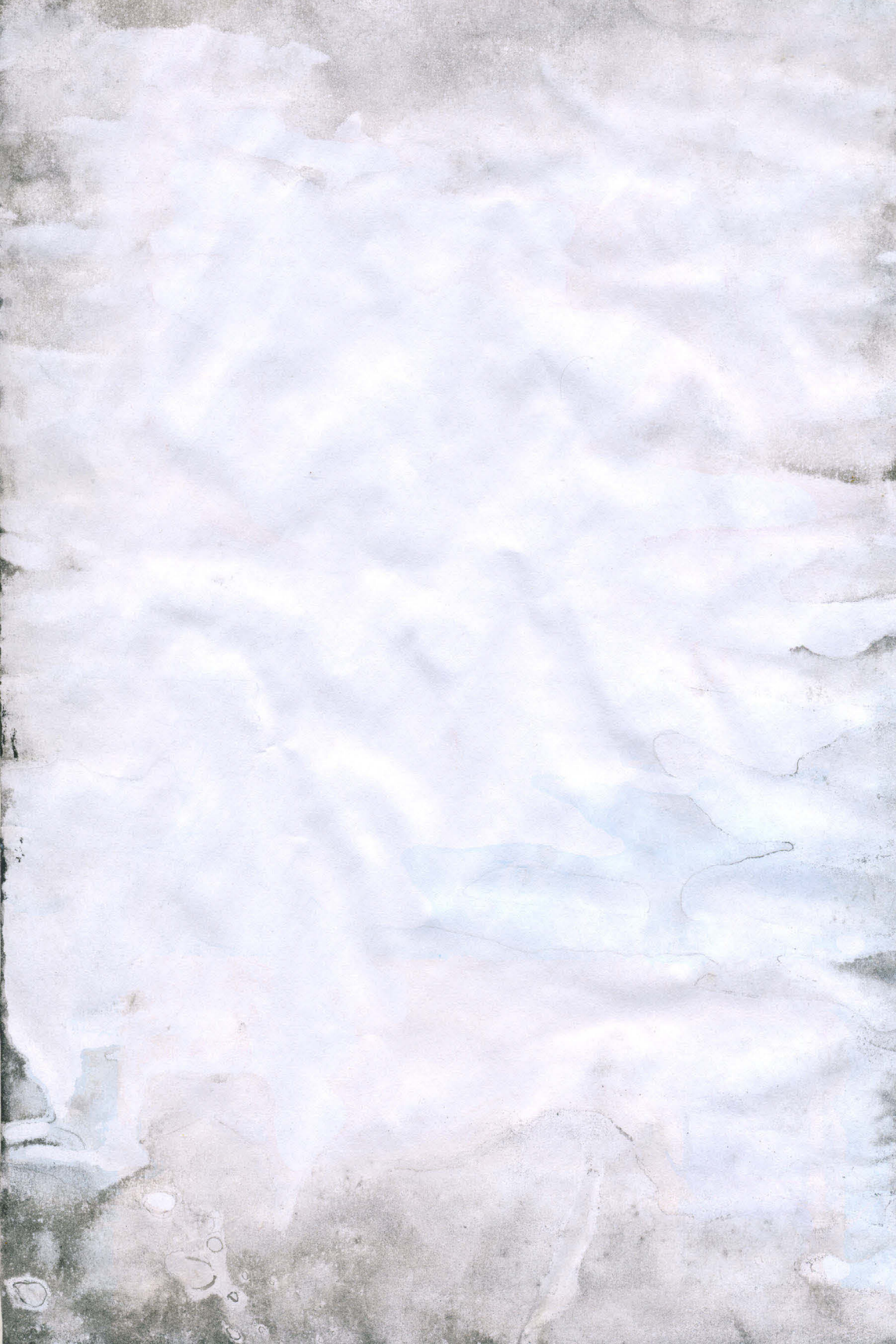
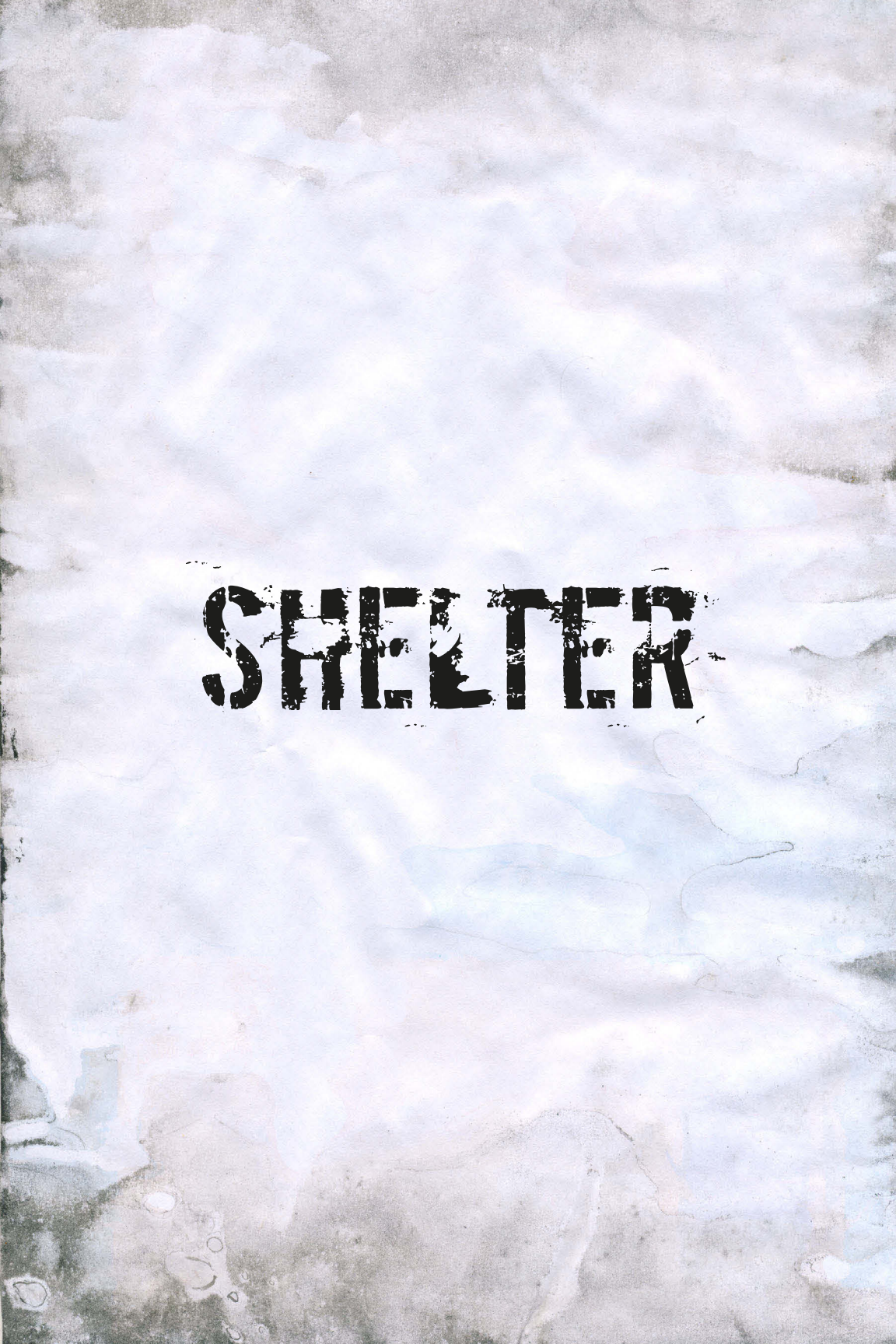


SHELTER

A TABLETOP RPG OF WARTIME SURVIVAL
POWERED BY THE APOCALYPSE







SHELTER

SHELTER

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WHAT IS SHELTER



Shelter is a Tabletop RPG where you are trapped in a city during wartime, it can be set in any time period. We have chosen a few years in the future but you can set it when and where you like.

The one constant with the cities whatever the setting is that the players are trapped, food, water and disease are invisible threats whereas gangs, bombings and raids are very physical threats. The players have a Shelter and must keep it going as it is their lifeline to survival.

Non-Player Characters will be both a danger and a chance to survive as the characters enlist their help to keep the Shelter running and defended when they are not there, diplomacy, trade and often violence will be needed during encounters.

How you play the game is up to you and we have included a few examples of various settings you could use to make the game your own.

MODERN DAY SETTING

A Modern city during wartime would be threatened by Drone strikes, snipers, looters, and chemical weapons. The Shelter could be raided or bombed if discovered so the use of lights, open fires or even leaving from the same exit each day could make it a target. The players could have access to guns but ammo would be scarce, food and water would be easier to find as tin food lasts longer and water comes in bottles. Items like gasmasks, camping stoves, matches, water purifiers and medicine will be invaluable.

Many of us can turn on the TV and see what it would be like to live in a city torn by warfare and it would be easy to research what other threats exist. Certain items will be easy to find and most people will know how to survive without the luxury of running water, electricity, or fast food restaurants.

FANTASY SETTINGS

The characters are in a city under siege, food and water is in short supply and the enemy are at the gate. Often wells will be poisoned and diseased cattle and other animals will be catapulted over the walls. The threat of murder is high as is theft and forced conscription, where you will be given a sword and made to stand on the wall.

Disease is rampant and the threat of plague is always close by with the stench and cloying smoke from burning bodies filling the street. The Fantasy Setting could be the harshest of all the settings in Shelter and MC's should research sieged cities and not be afraid to show the horror.

Weapons will be easy to find and farming tools and destroyed furniture and buildings will yield items that can be used. Water will be the most difficult item to find as many cities relied on wells which are often the first thing contaminated by the enemy.

SCIENCE FICTION SETTING

The city exists sometime in the future and an alien invasion has cut off all the escape routes, roads are blocked and bridges have been destroyed. All power has been shut down by EMP and as a survivor you will need to improvise with what you can find in a society that has relied on technology for so long.

The alien invaders patrol the city looking for resistance or maybe even for food! Their huge ships hover overhead and camps have been set up as they force the humans to work for them or as food source.

Weapons may be easy to find depending on where the city is but whether they will have much affect against the invaders is something that may not be known or is a very real fact, forcing the characters to improvise or steal alien weapons.

MC's should be as wild as their imaginations will allow when creating the alien invaders, maybe they are huge giants or invisible enemies, do they use robots or are they forced to wear environment suits?

THE CITY



The city can be placed anywhere you like but be mindful of that locations laws etc. Setting the city in the UK would mean that access to guns would be much harder than in say the USA. In Europe the city could be close to the border of another country and survivors from there may drift through meaning they could speak a different language.

Climate would play a part where very hot countries would be more prone to disease and food would spoil must faster, but worries over warmth would not be so much an issue as say somewhere like Canada or Russia where temperatures can drop below freezing.

The size of the City can affect play as well and restricting your players to just a small district can make it more manageable. If you use the city you live in as a template then that could help with players knowing where things are and where they would search for supplies, also this would allow you to use a local map to create a cordon around the area you wish to use for the game.

We suggest choosing a small area of a city and adding important locations that would be the focus of the players daily ventures out, a five or ten - mile area can be a long way without public transport and the constant threat of danger.

Below is a table that you can use to create your city area, you could even get the players to roll to see what exists within their city radius. For games that you plan on just lasting one night we suggest between 1-3 locations spaced out, for something longer maybe between 5-10. We have also included a section on encounters, threats and found items further on in the book with tables to help you create the journey.

LOCATIONS		
2D6	Modern	Fantasy
2	Police Station	Market
3	Fast Food Restaurant	Blacksmith
4	Garage	Tavern
5	Hospital	Apothecary
6	Vets	Herbalists
7	Gun Store	Armourers
8	Supermarket	Temple
9	School	Stables
10	Hardware Store	Inn
11	Library	Guard Quarters
12	Church	Manse

Some cities will have extra options for shelters such as subway stations, airports and government buildings offering extra security and places harder to spot from the air. The Players should be encouraged to be inventive when choosing their shelter location and type and even encouraged to use their own homes if the game is set in their city.

Using Time is another option, this would be a period of time that the players need to survive in before the war or siege ends, this can also be related to the waiting of aid like Red Cross parcels or a friendly force to liberate the city. This time period could be measured in days, weeks or even months depending on how long the game is set to run.

SETTING UP



To play shelter you will need a bunch of friends, we suggest between 2-5 with one of you acting as the MC, the MC will set the game up play the NPC's and the threats.

A game can last a single session or last a number of sessions based on the size of the city area in the game or what length of time has been decided before liberation or aid.

Each player will need a character sheet, something to write with (preferably a pencil as they can be erased) and 2 six - sided dice. We also recommend snacks and drinks

PLAYING THE GAME



When you play the game, it is like a conversation, the MC explains or describes to you the situation or whatever circumstances you are in and you explain how you wish to deal with it and make moves. This then builds the story and creates opportunities and advances the adventure forward.

All moves involve rolling dice and often making difficult choices that are linked to the current situation and that situation could restrict the Moves you can make.

Narration is key to enjoyment with you the player describing what you wish to achieve rather than just saying *'I'm gonna roll my Dubious Skills move'* Say *'I kneel down next to the door and examine the lock, getting out my home-made Lock Picks I begin to see if I can get the door open'* This will make the game much more immersive and fun for everyone.

Shelter is a game about survival in a bad situation, a situation the characters have no control over and cannot really change, the bombs will continue to fall, the snipers will continue to shoot at you



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and the diseases and viruses will continue to be a hazard no matter what Moves you attempt. What you can control is how you deal with this, you will need to gather food, to repair your Shelter, deal with others and sometimes defend yourself or even attack others to take what they have, this is called survival.

MAKING A MOVE

To make a Move you choose the Move you wish to make and roll 2D6 adding any points from the Characters Stats, this is then either a Fail if you roll 6 or less, a Partial Success if you roll 7,8 or 9 or a total Success on a 10+. Some Moves will have consequences which you can choose, these often appear on a Partial Success.

MC's can respond to your moves or they will sometimes also receive options based upon your roll. MC's never roll the dice and their Moves are often based on either moving the adventure forward, resolving an issue, responding to your actions or updating the current situation.

The first thing that needs to be done is for the characters to create their Shelter.

YOUR SHELTER



Your Shelter is an extra character in the game that all players can control, it is the place where the characters can rest, send others to and build and store equipment, creating the Shelter will often show the complexity of the game and what the duration of the adventure will be

CHOOSE YOUR SHELTER

There are three different types of Shelter in the game, these are:

Small – A Small Shelter can be a terrace house, store, or any small building, they can hold +3 extra people above the size of the adventuring party, they are easily defended and have 4 build points.

Medium – A Medium Shelter is a larger house or store, maybe with more floors and a basement etc. They can hold +5 people above the size of the adventuring party, are harder to defend and have 6 build points.

Large – A large Shelter can be a small apartment block or Manse, a large store or supermarket. They can hold +7 people above the

size of the adventuring party and have 8 build points. These are a lot harder to defend.

What does all this mean?

Your Shelter has a character sheet and like your character it will have Moves and Stats which allow it to act and shows what it can do.

SHELTER STATS

Scavenge – The scavenge stat indicates how well your Shelter gathers resources and is used to send people out to search for resources etc. A small shelter starts at 0, a medium shelter -1, and a large shelter -2. With people being allocated as Scavengers adding +1.

Defence – Each Shelter will have a Defence, this will begin at 0 for Small Shelters, -1 for Medium Shelters and -2 for large Shelters. The Defence Stat can be increased by using a Build point to build Defences or by allocating people to defend the Shelter.

Building Defences

You will need to use a Build Point to build Defences also resources collected, for every 5 Resources used you can board up windows

or fix doors which will increase the Defence stat by 1 Point. Build is a Shelter Move.

Allocating People

You can also Allocate people who live in your house to defend it, each person who is ordered to defend increases the Stat by 1 point.

Your Shelter can have a Maximum of 3 points in Defence after which it benefits no longer from adding further Defences.

Build – Build allows you to build equipment for your shelter, this equipment can help you survive and make your Characters lives better. Building uses Resources and act like Moves.

A Small Shelter starts at 0, Medium starts at -1 and a Large is -2, allocating people to be Builders increases the Stat by 1 each.

BUILDING OPTIONS	
Equipment	Resources
Cooker	10
Water Collector	8
Bed	5
Defence	5
Cooler	10
First Aid Station	15
Vegetable Garden	10
Workbench	8

- **Cooker** – Used for Cooking and Preparing Food a hot meal will heal back 2 Harm and 2 Starvation, it will also kill of bacteria in food which can lead to disease.
- **Water Collector** – Allows you to collect rain water. Will help remove Starvation Harm. Can Collect 5 Water per day.
- **Bed** – used for sleeping in and will Heal back Harm faster.
- **Defence** – Used for sealing up windows and doors and will increase your Shelters Defence stat.
- **Cooler** – Will keep food fresher for twice as long.
- **First Aid Station** – Increases the potency of medicines.
- **Vegetable Garden** – Will produce 5 food per day.
- **Workbench** – Will allow you to repair items and build basic tools and weapons.

OTHER PEOPLE

You will often come across others trying to survive in the city and these people can, if you want, share your Shelter with you, as long as you don't go above the Shelters Capacity.

Once these other people have moved in you can allocate them Jobs.

Defend – One Person defending will increase the Defence by 1 Point.

Scavenge – One person sent to scavenge can collect 3 Food, 3 Water, 5 Resources and 2 Medicine per day.

Build – You can allocate someone to build what you need from the Build table as long as you have the resources, each person allocated will raise the Build by one Point.

RESOURCES

Resources can be hoarded if not used and hoarding a resource is often a good idea as they can be used for trading or bribing.

Resource each act differently and come in 4 types.

Resources – This is basic building supplies such as wood, metal etc and is used to build with.

Food – Food feeds the Shelter and each member of the Shelter (this includes both characters and extra people) needs to eat 1 Food per day or begin to starve. Hoarded food kept out of a cooler will start to rot after 5 days.

Water – Water can be stored in containers and will pretty much last forever. Each person in the Shelter must drink one Water per day or suffer starvation.

Medicine – Medicine can be hoarded and will heal back one Harm with each application, if stored in a First Aid Station it will heal back 2 Harm.

TRADING

Only the Characters can trade, other people cannot be sent to do trades with other Shelters. Trading Resources is often a good way to gather what you need, in order to organise a trade a character must declare they know that another Shelter needs something their Shelter has, the MC chooses where this other Shelter is and then the characters travel to the location. The act of trading is a Move and it will dictate how well the Characters do.

The Characters offer what they have in trade for what the other Shelter has the dice roll will indicate how well they do, they could fail completely or come away with a better deal than expected.



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YOUR SHELTERS MOVES

Any one of the players can roll for Shelter moves, a Shelter can only make a move if there are other people living there (a Shelters moves are really the moves of other people). The Players decide what is needed and roll the dice.

When the characters are away from the Shelter they cannot make certain moves like Build, Scavenge or repair, they need to be inside the Shelter to do this, or leave instructions for others.

If the Shelter is attacked the MC will state that the Shelter needs to make a Defence Move when this happens one Player rolls the dice adding the Shelters Defence Stat and checks the result.

MC Advice

You should roll a 2D6 each time the characters are away from their Shelter to determine whether the Shelter is looted or attacked.

A Small Shelter will be attacked on a 10+

A Medium Shelter will be attacked on a 8+

A Large Shelter will be attacked on a 6+

In order for a Shelter to make an attack move there needs to be other people there. The players still roll for this attack move but it is understood that this is to signify the common sense of the other people rather than a direct order of the characters.

SHELTER MOVES

Build Something

You instruct one of the other people to Build something from the list of items. This can only be done if you have the resources and Build Points left.

Roll +Build. On a 6 they fail and you lose the Resources, on a 7-9 they build it but it costs +2 extra Resources (if you don't have the extra then treat the roll as a 6), on a 10+ they build the item.

Scavenge Resources

You instruct the other people to scavenge for resources, you must roll for each person sent out. Roll + Scavenge. On a 6 the scavenge fails and the person is killed, on 7-9 they only find half of what their daily scavenge limit allows (rounded down), on a 10+ the scavenge is successful.

Repair what is Broken

You instruct the other people to repair something, this can only be done if there is a workbench in the Shelter and at least 1 resource. Roll +Build. On a Roll of 6 the item is broken and is useless, 7-9 the

item is repaired but took 3 resources instead of 1 (if you do not have the extra consider the roll a 6), 10+ the repair is a success.

Defend the Shelter

The Shelter is being attacked and it must be defended, this can only happen if you have built defences or if you have other people defending the Shelter. Roll + Defend. A Roll of 6- is a fail and the Shelter is looted any other people are killed and you lose half of your hoarded resources a roll of 7-9 the Looters were repelled but any built defence is destroyed or other people left to defend are injured (this means the Shelters Defend stat is reduced and all injuries use medicine Resources), a roll of 10+ your Shelter was defended.

Attack the Threat

The Shelter fights back, this can only happen if you have other people defending your Shelter, to Attack the Threat you must allocate some defenders as attackers or a successful defence has happened. Roll +Defend. A roll of 6- the attack failed, a roll of 7-9 the attack succeeds but one of the your people died, a roll of 10+ is a success and you have earned 5 extra resources.

MOVING YOUR SHELTER

Characters can, if they choose, move to a bigger or smaller Shelter at any point. By doing this a few things happen.

- The Stats re-adjust to fit the new size Shelter.
- More locations appear on the map.
- You lose one of the Other People.
- Your old Shelter becomes a new NPC Location.

If there are people already living in the new Shelter characters can choose to either attempt to convince them to move out, offer to share with them (as long as the Shelters Capacity allows this) or attack them.

All resources can be transferred but anything built cannot, they stay with the original Shelter and have to be rebuilt in the new.

YOUR CHARACTER



Once you have created your Shelter each player needs to create a character to use in the game. Your character is important and you should spend a bit of time building them as this will help with the immersion of the game.

You must ask yourself a number of questions which will help flesh out your character, chat with the MC and the other players so that you know what you are doing not only fits with the MC's adventure and world but also with the other players characters.

CHOOSE A LOOK

How does your character appear to others. How do they dress or have their hair. Do they have scars or blemishes. If they are female do they wear a lot of makeup. Are they big or small, thin, or fat, do they wear glasses or walk with a limp?



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CHARACTER STATISTICS

Each character has six Statistics or Stats, these allow the character to act and attempt challenges using moves.

You can assign the numbers +2, +1, +1, 0, -1 to the five following Stats.

Move – Allows you to react quickly and to attempt agile and dextrous actions.

Health – Allows you to survive damage and resist diseases, biological attacks and exhaustion.

Brute – Allows you to use strength and physical power to move forward or move objects.

Mind – Allows you to use knowledge and reasoning, wisdom and intelligence to win tasks.

Investigate – Allows you to discover and search for clues and items, explore and ask questions.

Each player should highlight one character Stat, each time they use this stat the player gains 1 Experience point, when they have accumulated 5 points they erase them and choose a new Move.

YOUR BONDS

You will have a form of relationship with the other characters in the game, this Bond as we call it will have a numerical value between +2 and -1.

Choose a character in your party and place a +2 next to their name on your character sheet, this person you are closely bonded with, say why.

Choose another character in your party and place a -1 next to their name on your character sheet, this character you are least bonded with and again you should say why.

The other character's mark with a +1.

At the end of a session you can adjust Bond by 1 as either a + or a -, this adjustment can be based upon the character's actions or attitude but you cannot go above a +2 or below a -1.

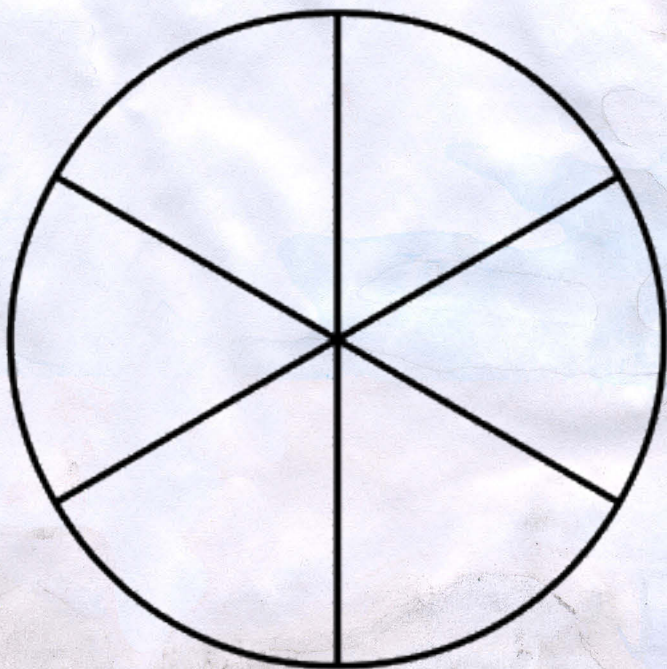
HARM

Your Character has a harm Clock which has 6 sections to it, whenever your character takes damage you will need to reduce their Harm by the amount indicated by the MC, this involves filling in or marking a section on the Harm clock.

If you are reduced to 0 your character is unconscious and close to death. Armour will help negate Harm inflicted upon your character. Called Shots can only be negated if your character has armour in that location.

First Aid will heal Harm sections.

HARM



SHELTER

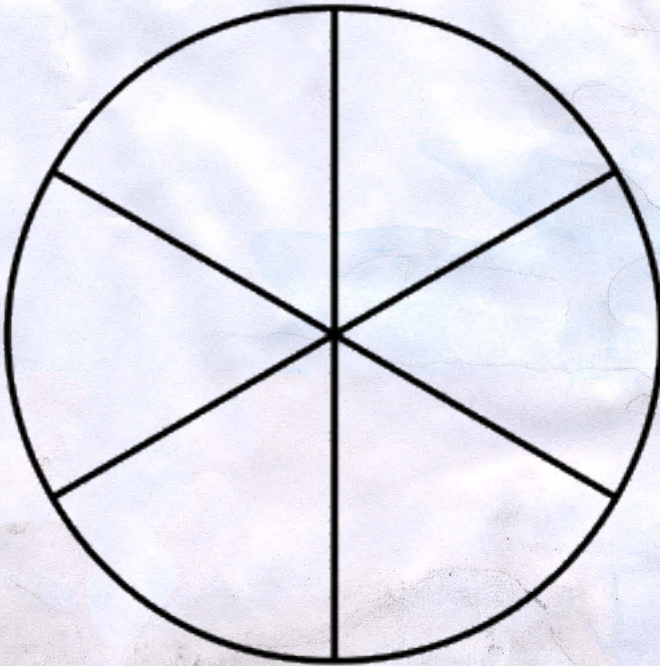
RESISTANCE

Your character has a Resistance Clock which is also made up of 6 sections. Each time you are exposed to disease or biological weapons you must roll + Health or lose a section of the clock.

Each day after exposure you must roll + Health with each fail losing a section of the clock. If you reach zero you will become sick and unable to act.

Using Medicine each day adds a +1 Tag to the dice roll.

RESISTANCE



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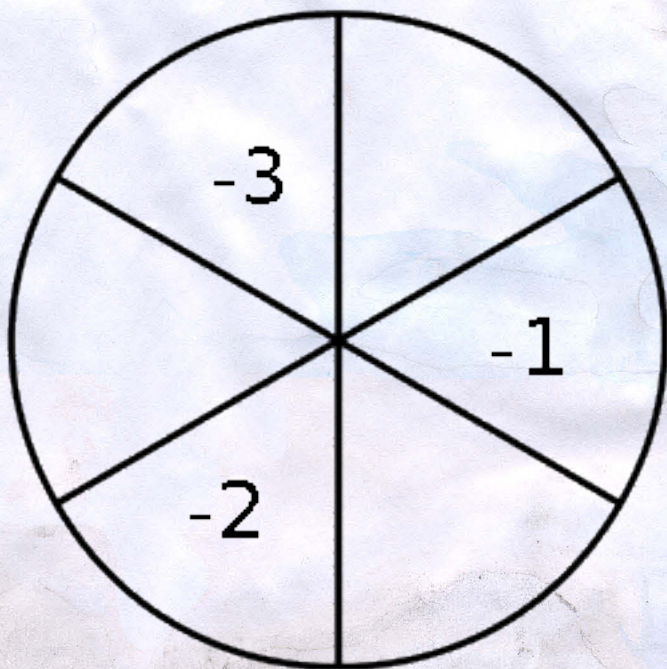
STARVATION

Starvation covers both lack of food and dehydration and does not involve a roll.

The clock has 6 sections and each day you go without food or water the sections are removed, eating stops the progress for the first intake and then reverses the affect for each day after that your character eats. Once the clock is back to empty as long as the character continues to eat it will stay as such.

This clock differs in that penalties will be applied after the character has not eaten food or drank water for a while

STARVATION



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DAMAGE

Your character can also inflict Harm against others by attacking with a melee weapon or with an unarmed attack. The amount of Harm inflicted is equal to the characters Brute Stat.

ARMOUR

Armour negates Harm based on how many Armour points It has. Armour can be found, taken, or constructed.

FORWARD

Sometimes a move can lead to a Forward this means that the character receives +1 on their next action, a Forward can also apply to the other characters also granting each of them a +1.

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GEAR



Your characters will find items and equipment as they scavenge the city, sometimes they will find it other times they may trade for it and occasionally they may just take it.

Certain gear is essential to survival and can be worth a lot in trade, some gear will be found broken and can be repaired. The following tables will show all the information needed for items to be randomly located, bartered for, and repaired

ITEMS

These are random items the characters will discover searching the city.

RANDOM ITEMS			
2D6	Item (Modern)	Items (Fantasy)	Barter
2	Water Bottle	Water Skin	2 Resources
3	Old Book	Old Scroll	1 Resource
4	Firelighters	Tinder	5 Resources
5	Two Six-Sided Dice	Two Six-Sided Dice	1 Resource
6	Alarm Clock	Candle Stub	2 Resources
7	Playing Cards	Playing Cards	2 Resources
8	Telephone	Old Horn	2 Resources
9	Bicycle Pump	Flute	2 Resources
10	Lock & Chain	Chain	3 Resources
11	Compact Disc	Broken Quill	1 Resource
12	Photo Frame	Old Frame	1 Resource

VALUABLE ITEMS

These are items that most characters will seek out due to their usefulness and value.

VALUABLE ITEMS			
2D6	Items (Modern)	Items (Fantasy)	Barter
2	Tools	Tools	Resource 6
3	Medicine	Herbs	Resource 8
4	Ammo (2)	Candles (5)	Resource 5
5	Batteries	Lantern Oil	Resource 3
6	Matches	Flint & Steel	Resources 4
7	Flip Lighter	Lantern	Resources 6
8	Water Purifier	Arrows/Bolts (2)	Resources 5
9	Gas Mask	Rope	Resources 7
10	Flashlight	Torches (5)	Resources 10
11	Binoculars	Spyglass	Resources 12
12	Lock Picks	Lock Picks	Resources 5

ARMOUR

Armour can be found, taken, or constructed on a workbench. It comes in Light, Medium or Heavy with Light Armour protecting against 1 Harm, Medium protecting against 2 Harm, and Heavy against 3 but Medium armour acts like a -1 against Move and Heavy is -2.

ARMOUR			
2D6	Armour	Barter	Construct
2	Kevlar Vest (L)	15	-
3	Flak Jacket (L)	10	-
4	Stab Vest (L)	10	-
5	Helmet (L)	7	-
6	Boots (L)	7	-
7	Leather (L)	9	8 Resources
8	Ceramic (M)	17	-
9	Light	12	8 Resources
10	Medium	18	12 Resources
11	Heavy	22	15 Resources
12	Combat Gloves (L)	7	

WEAPONS

Weapons can be found, taken, or Constructed on a workbench. The following list includes the damage done by each weapon, with Melee weapons you add your Brute.

WEAPONS				
2D6	Weapon	Harm	Barter	Construct
2	Knife	1	5	3
3	Sword	2	10	5
4	Handgun	2	15	-
5	Axe	2	10	5
6	Rifle	3	20	-
7	Shotgun	4	25	-
8	Spear	2	6	3
9	Bow	3	10	4
10	Crossbow	4	15	8
11	Whip	1	4	2
12	Sling	2	5	2



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BASIC MOVES



The characters start with all the Basic Moves available these are standard moves and allow the characters to act and respond to situations.

Each character also has 3 Character Moves which they can choose but we will deal with those in a later chapter.

What follows is the list of Basic Moves, their name, what they do and an explanation on how they are used.

MELEE

Attacking a threat using a hand weapon or as an unarmed attack Roll +Brute. On a roll of 10+ you deal Harm to the threat and avoid their attack. As an option, you can choose to do double damage but you will open yourself up to an attack.

On a 7-9 you deal Harm to the threat but the threat attacks you.

Example.

MC: *The Looters want your gear and they are coming at you armed with pipes and one has a Sword, what do you want to do?*

Niki: *I will move towards the one with the sword and try and stick him with my spear.*

MC: *Ok that's a Melee roll and add your Brute.*

Niki: *Ok I got an 8, I've speared him for 3 so he gets to attack me.*

MC: *He brings the Sword down and does 2 points of Harm.*

LOAD & LOCK

When you fire a ballistic or ranged weapon at a Threat Roll +Move. On a 10+ you hit the threat and you deal Harm, on a 7-9 choose one (When you choose you deal Harm).

- You had to position yourself to get the shot, this places you in the line of fire at the MC's Discretion.
- Your shot is just glancing -1D6 Harm.
- You fired multiple times reducing ammo by 2.

Example.

MC: *The Sniper is on the roof and he will need to be dealt with if you wish to move on.*

Niki: *Ok I will shoot the Sniper.*

MC: *That's a Roll +Move.*

Niki rolls the dice and gets a 6 but her move of 1 makes it a 7.

MC: *You hit but with consequence choose one.*

Niki: *I'm gonna reduce ammo cause I want this guy dead.*

DEFEND

When you Defend yourself against attack Roll + Move, on a 10+ you avoid or deflect the attack, on a 7-9 choose one.

- You take half damage from the attack.
- You deflect the attack onto someone else.
- You take no damage but are knocked back and prone.

Example.

MC: *The attacker swings his Machete at you.*

Niki: *I will try to defend against it.*

Niki rolls 2D6 and adds her move and gets 11.

Niki: *I deflect the attack in the hope it makes him off balanced.*

MC: *It does so receive +1 to your next attack against him.*

BARTER

When you wish to trade with a MC controlled NPC for something they have or in exchange for something you have. Roll +Mind. On a 10+ the deal goes well and you get everything you want for a good price, on a 7-9 the deal is completed but choose one,

- The deal cost +1 more Resources.
- The item needs repairing.
- The Item was stolen from someone who wants it back.

Example.

MC: *The Trader has a set of batteries that look like they have never been used.*

Niki: *Ok let's barter.*

Niki rolls 2D6 and adds her Mind Stat and gets 8.

MC: *Ok the deal is done but what's the consequence?*

Niki: *The item was stolen.*

PERCEIVE INTENT

When you try to discern the intent of a person or situation Roll +Mind. On a 10+ you can ask the MC 3 questions from the list below. On a 7-9 ask only one. Take a +1 forward when you act on the answers.

- What happened here?
- What is about to happen?
- What should I be wary of?
- Is there anything useful or valuable nearby?
- Who's the boss?
- What isn't what it appears to be?

Example.

Niki: *I'm going to attempt to Perceive Intent of that group of scavengers ahead.*

MC: *Ok roll the dice plus Mind.*

Niki rolls and gets a 9 with her Mind Stat this makes 10.

MC: *What do you want to know?*

HELP OR HINDER

If you attempt to help or hinder someone in your party who is about to roll. Roll +Bond. On a 10+ they receive +2 (Help) or -2 (Hinder). On a 7-9 they receive +1 (Help) or -1 (Hinder).

Example.

Ian: *I'm gonna search that pile of rubble.*

Niki: *I want to help as Ian is a friend.*

MC: *Roll and add your Bond.*

Niki: *I get an 11.*

MC: *Niki helps you Ian so add +2 to your Search roll.*

BIG BRAIN

When you consult your knowledge on a subject or state you know something, Roll +Mind. On a 10+ the MC will tell you something about the subject which is both useful and interesting. On a 7-9 the MC tells you something interesting but only you can make it useful. Tell the MC how you know this information if they ask.

Example.

MC: *Ahead is a large bombed building.*

Niki: *I want to attempt Big Brain see what I know.*

Niki rolls the dice and gets 8.

MC: *The building was once a Library.*

Niki: *I remember now and it had a large section on DIY and herbal medicines.*

HOSTILE MOVEMENT

When you are attempting to move quietly or without others seeing you, Roll + Move. On a 10+ You move without being spotted or heard, on a 7-9 you move but choose one of the below.

- You move but the enemies are alerted and searching.
- Your noise applies -1 to any one attempting to move quietly after you.
- You only moved halfway and must roll again at -1.

Example.

Niki: *I will attempt to move past the guard quietly.*

MC: *Ok roll the dice.*

Niki rolls and gets a 9.

Niki: *Damn ok I moved halfway I will stop and then when I know they weren't alerted I will try again.*

MC: *you will be at -1.*

RECRUIT

When you attempt to convince other people to join your Shelter, or let it be known that you need other people, Roll + Mind on a 10+ the person is convinced and joins your Shelter. On a 7-9 the person is untrustworthy, lazy or a coward. You can turn them away but you will be at -1 forward the next time you recruit.

Example.

To help build your Shelter and defend it you need people, you will find others trying to survive and often you can approach them and offer shelter, these people are an unknown quantity and you take a risk each time.

SCAVENGE OR SEARCH

When you attempt to find things of value or hunt for clues or hidden things, Roll +Investigate. On a 10+ you find something of Value and the MC should roll on the Valuable Items table, or you discover what you were searching for. On 7-9 you find what you want but with a consequence, the MC should choose one of the following.

- The item needs repairing.
- What you find leads to more questions.
- Someone else is searching for it and they have just appeared.

Example.

Niki: *I will search the rubble with Ian.*

Niki rolls the dice and gets an 8.

MC: *Ok you find a Torch you check it for batteries but instead of batteries you find a piece of paper with a hand drawn map of a street, a X is marked on it with the word cache.*

MEDIC

You know basic medical procedure and First Aid. If you have a First Aid kit this will add +1 to the roll. On a 10+ you heal the patient 2 points, 7-9 you heal them 1 pt.

Example.

MC: *Ian has been shot and has taken 3 Harm.*

Niki: *I will attempt Medic on him.*

Niki rolls the dice and gets an 11.

MC: *That's a great roll and heals back 2 of the 3 points Ian lost.*

LOOKOUT

When camping for the night out in the city you must be prepared to keep watch. On a 10+ anything approaching the camp is spotted and you have time to alert the others who each receive +1 Forward. A 7-9 you react to late and the others are not prepared and so gain no forward. A Fail means that whatever approaches gets to act against you.

Example.

Niki: *I will keep watch as Ian sleeps as he has an injury.*

MC: *ok roll the dice.*

Niki rolls her Lookout and gets an 8.

MC: *You suddenly see what look to be figures approaching, they are close and you have no time to react beyond waking Ian up with a kick.*

CHARACTER MOVES



Each character can choose 3 Moves from the following selection, the moves you choose will often dictate the type of character you are and this should be taken into consideration for the group dynamic.

We also suggest working with the other players and the GM when choosing your moves as a good selection of moves amongst the party will help with accomplishing goals.

As you gain experience you can choose more Moves from this list.

SHOW OF STRENGTH

You can use Brute to destroy or remove an inanimate object, roll +Brute. On a 10+ choose 3, on a roll of 7-9 choose 2.

- Takes no time at all.
- Nothing of value damaged.
- Makes no sound.
- Can be fixed.

Example.

MC: *A large wooden beam has fell from the ceiling and is blocking the door.*

Niki: *I will do a Show of Strength and attempt to move it.*

Niki rolls an 8.

MC: *Ok you move it what happens.*

Niki: *I make no sound and nothing of value is damaged*

EAGLE EYED

When using Hostile Movement and you attack an enemy at range you can choose to name your target, roll +Move.

Head – 10+ You hit and do double damage.

7-9 You hit and target is stunned.

Arms – 10+ You hit and do double damage.

7-9 You hit and arm is useless.

Legs – 10+ You hit and do double damage.

7-9 You hit and targets movement is slowed.

Example.

Niki: *As I am hidden I will attempt to snipe the guard, I want to go for a kill shot so going for the head.*

MC: *Ok roll the dice and let's see.*

Niki rolls and gets a 7.

MC: *You hit the head with a grazing shot, the guard staggers back against the wall stunned, blood pouring down his face.*

Niki: *I'm gonna have to go in for a melee attack I'm out of bullets*

OBSERVANT

When you approach a group of people and have successfully used Hostile Movement with a roll of 10+ you can ask two questions, on a 7-9 you can ask one.

Example.

Niki: *I have successfully sneaked up to that group of looters so as I am observant I need to know a couple of things.*

MC: *Shoot.*

Niki: *Can I see if they have found anything good, and are they well - armed?*

SAFE LOCATION

When you successfully use Lookout each member of your group receives +1 forward the next day.

Example.

MC: *You had a restful night thanks to your lookout, as you all awake refreshed you each receive +1 Forward to your first task attempt or Move.*

TRACKER

You can track animals and humans, roll +Mind. On a 10+ you can choose 1, a 7-9 you can continue to track until what you are tracking changes direction in which case you must roll again.

Gain useful information.

Determine cause of Trail ending.

Example.

Niki is tracking some looters who recently attempted to break into her Shelter, she wants to find out where they are based and maybe attempt to loot them later. She rolls a 10 for her Tracker move and chooses to gain some useful information. The MC informs her that one of the Looters was seriously injured and she can see large blood spats with the tracks where the looter is bleeding out.

DOCTOR

When using Medic and you roll a 10+ you heal back double the points.

Example.

Niki healed Ian after he got shot, because she rolled a 10+ Ian received back 2 HP, if Niki had Doctor then Ian would have been completely healed.



SHELTER

CAMOUFLAGE

If you stay still on a successful Hostile Movement attempt enemies will not be able to spot you until you move again.

Example.

Niki has sneaked up on the Looters Shelter, she can see a lookout at the window, but because she has Camouflage he has not spotted her. If she moves using Hostile Movement she will stay camouflaged unless she fails.

QUICK-SHOT

You are never surprised, when some enemy attempts to get the drop on you they will fail and you get to attack or shoot first.

Example.

Ian is walking through a bombed - out street when all of a sudden someone leaps from behind some rubble, Ian has Quick-Shot and so can react quickly getting to shoot at his attacker before the attacker reaches him.

DUBIOUS SKILLS

When attempting to pick a lock, pick a pocket or disable a trap roll +Move, on a 10+ you do it no problem, a 7 – 9 you manage to do it but with a consequence the MC can choose one.

- You make a noise alerting others.
- Your success triggers a second trap.
- There is nothing of value.

Example.

The door to the Looters hideout is locked so Niki has decided to attempt to pick the lock. She rolls a 9 and the lock springs open, but because there is a consequence the MC states that unlocking the door made a sound and alerted the lookout inside.

NATURAL LEADER

When using recruit or issuing a command you gain +1 to your dice roll, those acting under your command receive +1 forward for their next actions.

Example.

Ian finds a group of survivors hiding in the basement of a bombed-out house they are scared and hungry so Ian attempts to recruit them for his Shelter, His Recruit Move would normally be +Mind but because he also has Natural Leader he can add a further + 1 to the dice roll meaning it's going to be that tiny amount easier.

ESCAPE ROUTE

When in trouble and you need to escape, you must name your route, roll +Move, on a 10+ you are gone, on a 7 – 9 you can choose to either stay or go, but if you choose to go there is a cost, you either leave something behind or take something with you, the MC will tell you which and what it is.

Example.

The Lookout captured Niki as she entered the building, she has been locked into a room but Niki can see a way out, a small window seems to be stuck half open. She rolls the dice and gets an overall 8, the MC states that Niki manages to climb out the window but leaves behind her weapon which would not fit.

DIRTY FIGHTER

When you successfully attack using Melee you can do +1 damage to the enemy.

Example.

Niki runs from the house but gets grabbed by one of the Looters, she attacks him with her Melee and hits, she also knee's him in the groin causing an extra +1 damage.

CLEARING THE WAY

Whilst using Hostile Movement you can spot mines or traps, on a 10+ you manage to spot up to 3 hidden dangers, a 7 – 9 allows you to spot only 1 hidden threat.

Example.

Ian leads the newly recruited survivors to his shelter, he goes ahead using Hostile Movement in case there are any dangers ahead, he rolls an 8 and spots what looks to be a tripwire in the rubble.

DIPLOMATIC

When you speak to someone in a frank and honest way you can choose a question from the list below and they must answer truthfully, then they can ask you a question which you must answer truthfully.

- Who are you?
- What would you like me to do?
- How can I find ____?
- How are you feeling right now?
- What do you want?
- Are there dangers nearby?

CHEMIST

You know medicines and drugs. Roll +Mind, on a 10+ you know the effects and the correct dosage, on 7 – 9 you know the effects but not the correct dosage. On a 6- the wrong dosage was given/taken and the patient takes 1D6 Harm.

Example.

There are a lot of medicines to be found amongst the ruins and players should be careful when finding them without the correct Move.

CREATING MOVES

Players and MC's can create new Moves or their 3 moves using the following formula.

- When you do something related to a [Speciality] add +1.
- You have a [item], when applicable it adds +1 to [Stat] and [Stat].
- When you do [Move or Speciality] it marks XP.
- Add +1 to [Stat].
- When you do [Something] with the party gain +1.
- When you do [Something] whilst in your Shelter add +1.

Example.

Niki decides to create a Move that when she uses Medic in the Shelter it heals back 1 extra Harm.

THE MC



The MC creates the world around the players, they are the other people, the threats, and the environmental obstacles. As an MC you must first decide what type of game this will be, will it be set in a Fantasy City under siege by orcs or the armies of another kingdom, will it be set in the modern day using the very city you live in or near to as the location, or will it be set in the future where robots and aliens are trying to enslave the human race.

With games created using the Powered by the Apocalypse Engine each game becomes a conversation between the player and MC, with the players saying what they would like to do and the MC responding to that, it also works the other way around also, but mostly it's the MC watching and following the characters and responding to their actions and decisions.

MC AGENDA

Each MC has an agenda which you should aim to do at all times

this never changes whatever setting you are running.

- Make the city feel harsh and dangerous.
- Make the Player character's lives exciting and not boring.
- Play to find out what happens.

Make the city feel harsh and dangerous – The city is under constant threat and those that are trapped have to try and survive, water and power has been cut off and the two opposing armies surround the city. Snipers and drones, assassins and scouts, or robots and seekers fill the city and make leaving the shelter dangerous but if the characters don't they will starve.

Make the Player Characters lives exciting and not boring – You will need to work with the Player Characters to make the journey as exciting as it can be, reacting to their decisions and pitting them against both dynamic and perplexing challenges.

Play to find out what happens – Working together and exploring the city through the player's reactions is the fun of the game. Don't rely too much on the rules and try to react rather than plan.

MC PRINCIPLES

The Principles are your guides and will help when deciding upon a move, they should be used whenever you speak in the game.

- Make the City dangerous and an opportunity.
- Speak to the Characters not the Players.
- Speak the Truth.
- Create interesting challenges not interesting plots.
- Be a fan of the Characters.
- Create NPC's with Backgrounds.
- Never name a Move.
- Ask provocative questions.
- Prompt the characters to think outside the box.
- Think Dangerous.
- Think offscreen, too.

Make the City dangerous and an opportunity – Danger should be around every corner and everything should be a challenge, but create opportunities as you do so, allow the characters to see things in the distance, meet NPC's with interesting information, discover caches or maps to caches.

Speak to the Characters not the Players – When addressing a Player don't say 'I'm what is Gregor doing?' say 'Gregor what are you doing?'

Speak the Truth – Be generous with information and answer all questions with a fact.

Create interesting challenges not interesting plots – Never plan the game to much before you begin, setting out plots will almost always fail, but planning interesting challenges or encounters can be placed anywhere.

Be a Fan of the Characters – Allow the characters to shine, do not block their chance to make heroic decisions, challenge them but don't punish them, allow them victories, and cheer them on.

Create NPC's with backgrounds – When the characters meet an NPC make them interesting, give them a name, an interesting personal habit, give them a story to tell and make them come alive.

Never name a Move – When you make a Move don't say what it is just do it and let the characters react.

Ask provocative questions – If you don't plan then you will not know so let the characters decide, ask them what is behind the door, who the leader of that gang is, what interesting places exist in the city.

Prompt the characters to think outside the box – Encourage the characters to consider other options, not everything is black and white, if they see a gang of looters maybe they could distract, communicate, avoid or even fool them rather than attacking. Doors are not the only way into locked buildings.

Think dangerous – Always remember the city is full of danger even that which looks normal or safe could harbour a trap or threat of another kind. Animal bites, cuts and drinking or eating contaminated food and water are just as deadly as snipers and drones.

Think offscreen, too – Sometime your best Moves can happen elsewhere, back at the shelter, or in a nearby house, create your offscreen Moves and let the characters react to them when they arrive on the scene.

MC MOVES

Within the game there are two types of Move that the MC can make these are Soft Moves and Hard moves.

Soft Moves

A soft move is an opportunity for the character to make a choice and react, they will provide information which gives the character knowledge of what to expect and will lead onto a Hard Move. A Soft Move should:

- Follow the story logically,
- Give the character's opportunity to react.
- Set up a future Hard Move.

Hard Moves

Hard Moves are a response to a character failing, they have immediate consequences and often lead to Harm, the characters cannot change these and they only get to react to the result. A Hard Move should:

- Follow the story logically.
- Be irrevocable.

MC MOVES LIST

The following is a list of the MC Moves available, you should feel free to chance, add, or remove to best reflect your city.

- Separate them.
- Impose a Cost.
- Take away one of their items.
- Break something.
- Place one of them in danger.
- Involve a danger.
- Cause Harm
- Trade harm

Separate them – Splitting the characters up can add a new level of threat to the game, this could be from a conflict or maybe the roof caved in trapping the character in the house.

Impose a Cost – State the risk of an action and make it harsh, the character should be forced to make the choice, should they risk themselves to save a stranger, looting a gang house to make sure you eat that day, risk the Shelter to save a comrade.

Take away one of their items – Take something away but make it fit, squeezing through that hole causes their flashlight to snag on the wall and it drops, running from the gang means their bullets fly from their pockets.

Break something – Maybe the blade snaps or the gun jams, flashlight batteries die or the string on your bow snaps. You fall and smash that bottle of potion/oil/petrol/water.

Place one of them in danger – Was a Character grabbed whilst foraging, are they trapped beneath rubble, or caught in a bombing raid. Maybe a sniper has them pinned in a doorway or ahead is an enemy patrol looking for looters.

Involve a Danger – Throw in a gang or sniper, drone or crazed NPC sick with hunger and thirst.

Cause Harm – Hurt the Characters, loot their Shelter, kill off a recruit or NPC. You should cause as much Harm as you see fit without cruelly killing off the characters, allow them to defend and to heal.

Trade Harm – When a character attacks but fails, attack back, if they get a partial that leads to an attack from you do so.

PREP

Before the game begins you must Prep, this does not mean plan out what will happen, where the characters will go as this will almost definitely fail, prepping involves knowing what building is where, whether its accessible. What gangs and NPC's are in the area, if there are snipers active or robots.

This kind of preparation will allow you to act quickly if the characters wander into areas searching for resources and food, by having prepped you can prompt the characters to speak to the NPC, search the house nearby etc.

THREATS



In a city under siege everyone is a danger, the smallest thing can be perceived as a threat. Hunger and disease can cause normally peaceful people to become crazed and violent. Some use it as an opportunity to grab what they can to gather wealth or control.

Some dangers like disease and infection can be unseen threats, contaminated or poisoned food and water are also a major problem. The threat from the armies within and outside the city can also be a danger, with snipers, patrols and drones searching for stragglers and looters, or bombing raids or projectiles flattening houses and other buildings.

Threats can be used to guide and influence the characters Moves, determine their choices, and add excitement and tension to the game.

FANTASY THREATS

What follows is a list of threats that can be added to your city, they are both physical and invisible.

DISEASES & POISONS

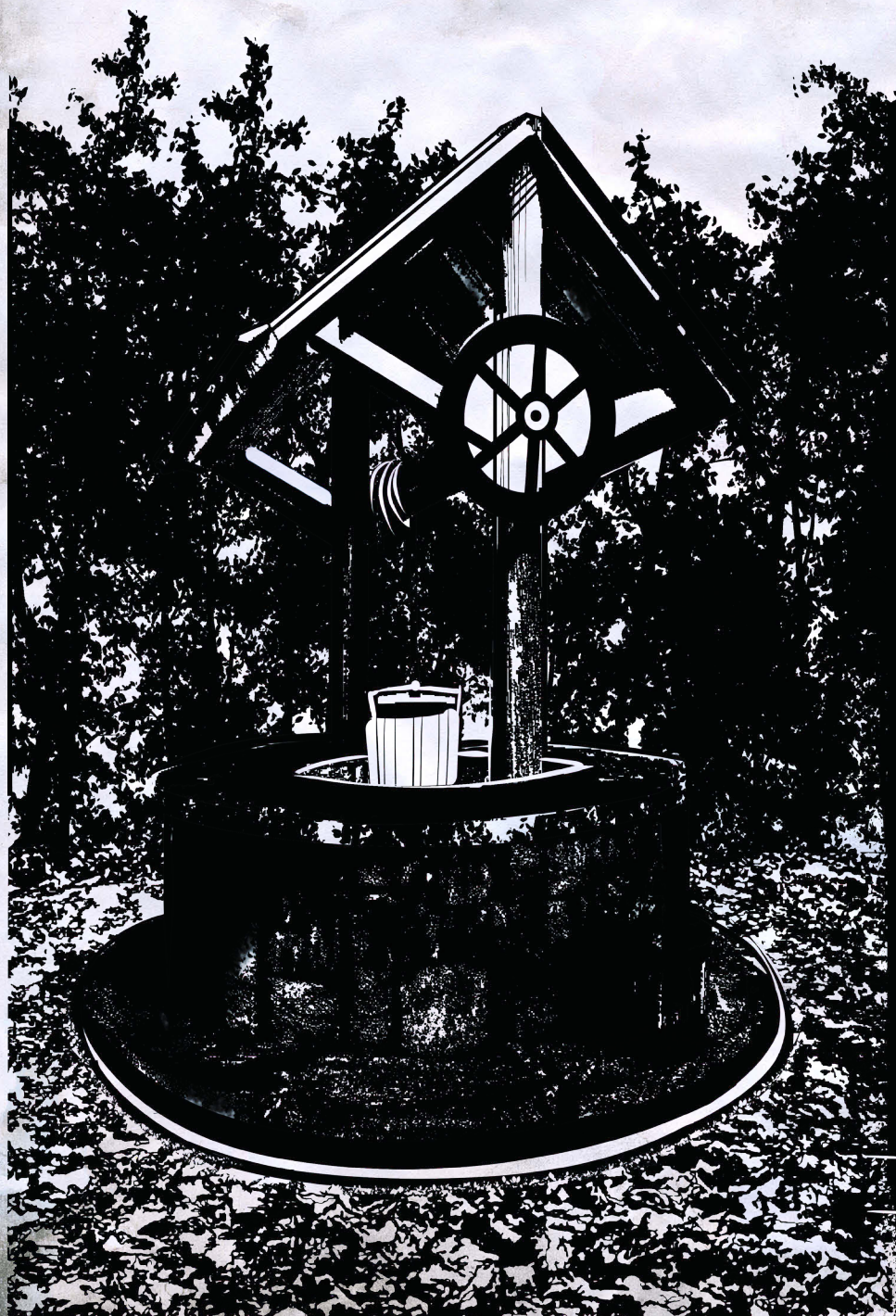
Diseases can be caught from the water and food you drink, it was common practice to dump rotting animals in the water supply to cities and food like meat etc would rot as the siege continued. Another practice would be to catapult diseased animal carcasses over walls. Disease harm is removed from the Resistance Clock.

The Plague

The Plague was spread by corpses and would appear as black blotches on the skin and ending with painful death a few days later, a herbalist making a 10+ on Medic for 3 days in a row can cure the Plague, otherwise the character gains 2 Harm per day.

Consumption

Passed on from person to person and begins with sneezing and coughing before leading to weight loss and weakness and finally death. The victim can live up to 2 weeks before dying, an herbalist offering clean water and with successful Medic Moves can heal Consumption while it is in the early stages. Victims lose 1 Harm per day from the Resistance Clock.



SHELTER

The Trots

Caused by bad water and food, the trots can cause the victim to suffer from severe diarrhoea before dying from dehydration and starvation. Each day the victim suffers they remove 1 Harm from the Starvation Clock. The effects can be reversed by having clean water and food and after a few days of this the victim will be back to normal health.

Poison

Poison often works instantly and cannot be cured, some will cause paralyzes, drowsiness, memory loss or frenzy. The character can attempt to cancel the effects of poison using the Resistance rules.

PHYSICAL THREATS

Depending on the background to the siege physical threats will mainly be armies outside the gates. Of course, other survivors, looters and even your own army can pose threats to civilians. Other threats could include missiles fired from trebuchets, sappers taken down the walls or even flying creatures like Dragons and Griffons.

Enemy Soldiers

Soldiers can often breach the wall and head into the city to hide or cause chaos, it will not be often that you will come across Soldiers from outside the gates. They will be armoured and carry a variety of weapons, so taking one down can be quite prosperous.

Dragons

Dragons will fly over cities and hunt for food as well as burn as much as possible, anyone spotted should run for cover as taking on a Dragon and winning is highly unlikely.

Looters

Looters will often start working as soon as the siege begins in order to gather as much food as possible in order to sell it later on, they will not take kindly to others that muscle in on their territory. Looters could be a good source of food and water if you can afford it.



SHELTER

Missiles

Missiles like stray arrows and rocks will be a great danger the closer you are to the gate, and will often lead to breaches in the walls or infection from diseased carcasses.

Being hit by a stray arrow will cause 1 Harm, a small boulder 2 Harm, a medium boulder 3 Harm and a large boulder 5 Harm.

Allied Soldiers

During wartime Soldiers will also need food and water and if they suspect that there is a shelter containing such they could decide to take it, it is also quite common for soldiers to be ordered to clear out building and search for food. Soldiers will wear armour and carry weapons but if they are attacked or go missing they will send out search parties to look for them and punish anyone suspected of causing harm to a soldier.

Fantasy Enemies

In a fantasy game the threats can come in a shape, size, or race, so it is easy to have an army of Goblins, Elves, or Orcs outside the gate, or maybe the players are the Elves or Orcs and the enemy is the Humans.



SHELTER

MODERN DAY THREATS

A list of possible threats to be found in a modern day setting anywhere in the world.

Non-Sentient Threats

A Non-sentient threat is one that cannot be reasoned with or stopped, they just happen. We have included Drones in this as they seem to be sometimes a little indiscriminate and are used to take out buildings and cause Shock & Awe against human populations, we have also included animals for the same reason as they cannot be reasoned with.

Wild Animals

Most animals when forced to starve will go feral if not kept in check and bombed out cities are breeding ground for wild dogs, escaped zoo animals and even wolves and bears if the city is situated in those regions.

Animal bites and claws will inflict 1 Harm but characters should do a resistance check for disease if they have been attacked.

Disease

With no clean water and the possible bombing of sewers etc the threat of disease in some cities will be high, in particular in areas where a lot of corpses can be found.

Entering diseased areas without the proper protection will lead to resistance checks for each Rnd within the area.

Bombs

Ordnance dropped from planes, fired from ships or Mortars etc will be a major threat but characters should have an opportunity to get into cover before the bomb drops. Also, sometimes bombs can land and be unexploded which can be an even greater threat to those living nearby.



Minefields

Minefields can be crossed if you know the path, and using certain moves will allow characters to cross, but we suggest that the MC needs to make sure that a single move is not enough to cross a Minefield, any attempt must be made after each Mine is discovered and avoided.

Radiation & Biological Weapons

Sometimes entire areas of a city can be considered off limits or too dangerous to enter due to Radiation or Biological weapon attacks, entering these areas will mean a resistance check, and this will continue for every Rnd spent in one of these zones. Characters can find Bio or Radiation suits which will block the harmful effects, also Geiger counters to warn of dangers.

Drones

Drones are silent and deadly, small enough to enter area's where aircraft can't and other large vehicles will miss. Though controlled by human beings Drones are not exempt from making mistakes due to human error so they are a risk to both civilians and enemies alike. Characters should get the chance to spot Drones before they attack.

ENEMIES AND OTHER THREATS

The city is stuck between 2 opposing forces so the enemy is a real physical danger, they could send in patrols and snipers. Other Human threats could be looters, gangs, and even random people who have now got the opportunity to live out those twisted fantasies or have nothing to lose.

Gangs

Many criminal gangs will appear, hoarding items and food in order to sell them on for inflated profits, forcing others to do their bidding and basically making life hell for weaker people. These gangs will be like a disease acting without mercy or empathy. Characters should be wary of these and if they can eradicate them they should this would make area's easier to navigate.

Snipers

Enemy and friendly snipers will operate in cities and will cover what are considered strategic areas, such as hospitals and communication centres. Snipers can be a dangerous foe whichever side you are on as it would be an assessment of threat rather than whether you are a civilian of the city that will determine if they shoot or not. Characters can attempt to spot Snipers, but often word of mouth will indicate areas best avoided because of Sniper activity



SHELTER

Looters

Often looters are just other people trying to survive and most will not want to engage in conflict (in fact to some the characters could appear as looters). Looters unlike gangs can be reasoned with most of the time. The more desperate the Looters become the more dangerous they are.

Enemy Soldiers

The enemy are there to cause harm and mostly they will shoot or try to capture civilians, especially if they are looting or have valuables. Enemy patrols may assault Shelters in order to steal supplies and food etc. Patrols should be avoided at all costs if possible.

Allied Soldiers

In some cases, allied troops can be as dangerous as enemy troops, they will be less likely to shoot on sight or try to capture civilians but they could still invade Shelters for supplies or remove foraged goods from those they stop. Allied Soldiers should also be avoided when possible.

Civilians

Some civilians will lose it and begin to kill others because of a breakdown of law and order, they may just target enemy patrols, or people from a different district, they may do it to protect something setting up Snipers nest on a roof or window of a house. These random Civilian threats can often be the most dangerous because they are unpredictable and often stem from an instinct to survive, to protect or from mental illness like breakdowns or more serious Psychological issues

SCIENCE FICTION THREATS

Threats in a Science Fiction setting could stem from alien invasion, robots, and even a future dystopia. Threats from disease, radiation or biological agents would be similar to modern day and in fact many things would be similar to modern day threats.

Aliens

The reason things are alien are because they are different or not from this world and this should be exploited by the MC. Alien invaders should be an unknown quantity, maybe they are technologically advanced, or invisible, monstrous, or without any discernible form i.e. jelly like, energy masses, ghost like. Maybe they can fly or are very much like insects, or they are taller or shorter.

Reasons for them being here should also play a large role, are they here to steal our resources, to just eradicate Humans, or to feed on us, are they conquerors or destroyers, is their reason even something we can understand.

Alien invasion will often unite civilians in a common cause and there are a number of movies and books that do this very well.

ENCOUNTER TABLES



What follows are a selection of encounter tables for all three types of setting. These hopefully will allow you to set up random or planned encounters or even let the players roll to see what they find behind that door or in the darkness ahead.

Each encounter table is rolled on 2D6 and most will fit any setting though we have included some setting specific tables.

MC's should re-roll encounters if they do not fit the situation or setting, but we have tried to make each table easy to navigate

BUILDING ENCOUNTERS

Encounters inside buildings whilst you forage or shelter from dangers.

HOSPITAL	
2D6	Encounter
2	A roomful of diseased patients
3	A nurse survivor living off the food in dispensers
4	A group of looters grabbing supplies
5	Some enemy soldiers gathering supplies
6	A small group of civilians
7	A pack of wild dogs feeding off the corpses
8	A doctor being held captive by a gang
9	A mad doctor experimenting on civilians.
10	Citizens willing to protect their territory
11	A hidden makeshift field hospital for citizens
12	A trap rigged to destroy the entire building

SUPERMARKET	
2D6	Encounters
2	Large group of looters.
3	Civilian family hiding from gangs.
4	Deserting enemy soldier.
5	Gang controlled.
6	Trading booth with armed guards
7	Swarms of rats.
8	Sniper.
9	A pile of diseased corpses.
10	Nothing the place has been totally emptied.
11	A slave market ran by a gang.
12	A military patrol gathering supplies.

HOUSE	
2D6	Encounters
2	A group of survivors starving and ill
3	A group of well - armed survivors
4	A few looters
5	A sniper protecting their home
6	A gang house
7	Someone making drugs
8	A deserting soldier
9	A guarded stockpile of food
10	A well organised citizen shelter
11	A traders refuge
12	A trapped house rigged to explode

ENVIRONMENT ENCOUNTERS

These are set on the city streets during the night time and daylight hours.

NIGHT TIME	
2D6	Encounters
2	Enemy patrol
3	Sniper
4	Group of looters
5	Scared citizens
6	Pack of wild dogs
7	Searching drone.
8	Gang seeking slaves
9	Allied soldiers
10	Armoured vehicle patrol
11	Violent gang
12	Citizens seeking shelter

DAY TIME	
2D6	Encounters
2	Gangs
3	Looters
4	Starving citizens.
5	Badly wounded citizens
6	Escaping citizens
7	Military patrols
8	Snipers
9	Surveillance drones
10	Wild animals
11	Medical team
12	Injured soldiers

OBSTACLES	
2D6	Encounters
2	A Collapsed roof has made the inside inaccessible
3	Locked and barred door
4	Collapsed wall in front of entrance
5	Booby trap
6	Barbed wire and rusty metal spikes
7	A pile of diseased corpses
8	Burnt out cars used as a wall or barricade
9	Explosive trap
10	Concrete pillars in front of entrance
11	A portcullis
12	Sentries posted with rifles/crossbows

WILD ANIMALS	
2D6	Encounters
2	Wolves
3	Lions
4	Tigers
5	Crocodiles
6	Wild Dogs
7	Deer
8	Bear
9	Gazelles
10	Hyena's
11	Panther
12	Rhino

PEOPLE ENCOUNTERS

Every person has a story or a reason or goal, some of these can lead to interesting adventures or encounters.

SURVIVOR STORIES	
2D6	Encounter
2	'We had a huge house on the east side of town, but a gang came and kicked us out, we had stockpiled months of food'
3	'I have just escaped a slave market, they are capturing people and selling them off to the highest bidder'
4	'The supermarket on _____ has a hidden cache, its stowed inside a ventilator shaft, but the place is crawling with gangs'.
5	'There are two snipers near the town hall, they have food and ammo, the roof access key is stowed in the mayor's office'.
6	'There's a gang house on west street, they don't leave any guards when they go out to forage'.
7	'A gang took my wife, if you can get her back I will let you know where an arms cache is'.
8	'Some citizens have captured an enemy soldier and they are planning on ransoming him'.
9	'There was a red cross parcel dropped on top of an office block in the central area, the gang using the office aren't aware it's there'.
10	'A doctor is helping people on _____ street'.
11	'Two gangs are at war in the west side of the city'.
12	'There's a warehouse full of supplies guarded by soldiers near the river'.

GANGS

2D6	Encounter
2	A gang of slavers and drug dealers, violent and remorseless
3	The gang leader is willing to trade and talk
4	The gang is hungry and only armed with Melee Weapons
5	The gang is held up in a warehouse downtown
6	The gang has trained attack dogs
7	The gang is armed with assault weapons
8	The gang is transporting slaves
9	The gang shoots first and asks questions later
10	The gang has captured an army patrol
11	The gang is offering protection in exchange for resources
12	The gang is searching for something

SPECIFIC PLACES

Below are encounter tables for specific locations, all of these will fit in a unique setting and may or may not be convertible to other settings.

CASTLE	
2D6	Encounters
2	Guards on patrol
3	Scribes.
4	Servants
5	Wandering guard
6	Lords family
7	Royal or loyal guard
8	Lord of the castle
9	Alchemist
10	Castle wizard
11	Guard barracks
12	Loyal servants

SEWER		
2D6	Encounters (Fantasy)	Encounters (Modern)
2	Giant Crocodile	Giant Crocodile
3	Swarm of Rats	Swarm of Rats
4	3 Ratkin	Hungry Citizens
5	Band of Rogues	Gang
6	Sewer Troll	Citizens protecting others
7	Enemy Soldiers	Enemy Soldiers
8	Giant Rat	Cannibals
9	Goblins	Starving Gang
10	Acidic Jelly	Deserting Soldiers
11	Undead	Locked Sewer Gate
12	Allied Soldiers	Defence System

SHELTER

WIZARDS TOWER	
2D6	Encounter
2	Skeleton Guards
3	Magical Defences
4	Servants
5	Undead Servants
6	The Wizard
7	Abomination
8	Golem
9	Guards
10	Demonic Hound
11	Ghost
12	Magically sealed door

ALIEN SHIP	
2D6	Encounters
2	Alien Soldiers
3	Scientists
4	Defence Drones
5	Test Subjects
6	Captured Survivors
7	Alien Superior
8	Robot
9	Alien Control System
10	Alien Hanger
11	Alien Guards
12	Alien Crew

PLAYBOOKS



What follows is a set of example Playbooks or if you like character types, we wanted to steer clear of creating professions, archetypes or careers for characters as we felt it would be a lot more realistic if the characters naturally evolved into their positions or 'Professions' out of necessity and the needs of the group.

During a siege, many citizens trapped within the cities limits or walls will find they will need to do things they thought unfeasible or beyond their understanding or morality in the past, they will discover skills they did not think they had and they will be forced to do things often cruel and dangerous in order to survive.

Players should build their characters in response to the harshness of the world the MC has created and choose the Moves that best fit the group they are part of.

THE BRUISER

A character known for his physical strength and skills in fighting, will often be used to intimidate threats and citizens alike. They will often be bigger than the average and look like they have been in a few fights.

Primary Stat – Brute.

Lowest Stat – Move.

Moves – Show of Strength, Dirty Fighter.

Gear – Melee Weapons, Gloves, Padded Armour.

LOOK

Choose any or write your own.

Body – Large, muscular, fat.

Eyes – Cruel, vacant, curious.

Hair – Short, bald, long.

Kind – Will protect others even if it places my life at risk.

Cruel – I will take what I need off those weaker than me.

THE HEALER

Will attempt to help others and risk injury in doing so, will offer to heal even those that would normally be a threat in return for protection or just because they are human and deserve your help.

Important to a Shelter for the obvious reasons.

Primary Stat – Mind.

Lowest Stat – Brute.

Moves – Chemist, Doctor.

Gear – First Aid Kit, Water.

LOOK

Choose any or write your own.

Body – Lean, thin, fat.

Eyes – Kind, intelligent, wary.

Hair – Short, long, balding.

Kind – Will heal all people if they are injured.

Cruel – Will only heal or help those deserving of your talents.

THE MARKSMAN

You are good with a gun or ranged weapon, maybe you were a hunter or a soldier, either way you are often the difference between life or death even though it is difficult to find ammo or arrows. Sometimes just the sight of a ranged weapons in the hands of an expert is enough to make threats think twice.

Primary Stat – Move

Lowest Stat – Investigate.

Moves – Quick shot, Eagle Eyed.

Gear – Ranged Weapon, Armour, Ammo.

LOOK

Choose any or write your own.

Body – Lean, thin, muscular.

Eyes – Alert, observant, narrowed.

Hair – Long, short, under a cap.

Protector – Will only use my weapon as a last resort, it's a deterrent.

Sniper – Will shoot from a hidden location and stay on the move.

THE ROGUE

You have discovered you have a unique skill set, you are quiet and have nimble fingers, your also more observant than others. This allows you access to places others find closed to them, this set of skills often makes you invaluable in surviving in the city.

Primary Stat – Move.

Lowest Stat – Brute.

Moves – Dubious Skills, Tracker, Escape Route.

Gear – Lock Picks, Crowbar, Dark Clothing.

LOOK

Choose any or write your own.

Body – Lean, thin, wiry.

Eyes – Observant, bright, cruel.

Hair – Short, tied Back, under a hood.

Kind – I will find what I can to help the Shelter survive.

Cruel – Stealing from others is the only way to survive.

Neutral – I will steal from others if I have to but prefer to forage elsewhere.

THE FACE

You are often the leader and chief negotiator, you are the one they send in to convince others to join up or to organise a truce or trade. If there is a dispute you are the referee and words of wisdom.

Primary Stat – Mind.

Lowest Stat – Brute.

Moves – Diplomatic, Natural Leader, Observant.

Gear – Trade Goods.

LOOKS

Choose any or write your own.

Body – Lean, muscular, overweight.

Eyes – Kind, observant, laughing.

Hair – Tidy, short, tied back

Diplomat – Lets come to some agreement that helps us all.

Intimidate – I suggest you had it over or my friend here will get angry.

OPTIONAL RULES



These are a selection of Optional Rules to use with Shelter, these will work equally well and allow for a little bit of variety between settings or games. Some of these rules will demand a little extra work from the MC and therefore they are optional, some are minor and can be dropped in others will need changes made to the stats and the Harm Tables.

HIT POINTS AND ROLLED DAMAGE

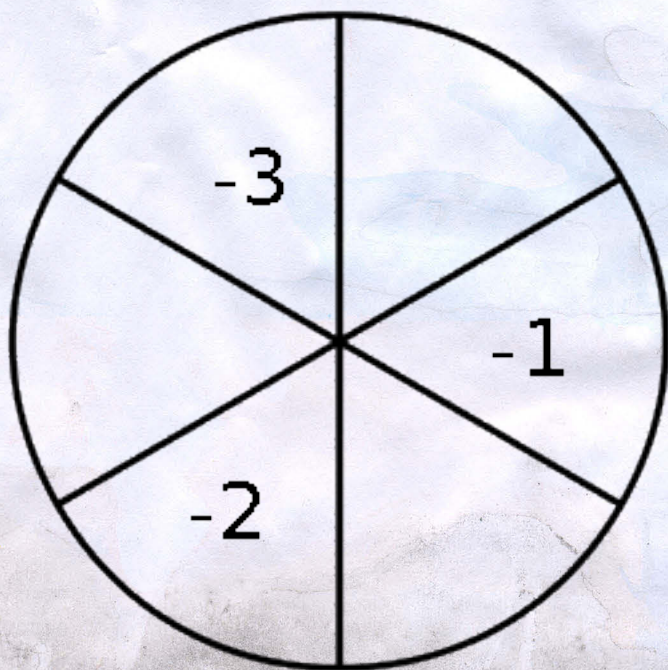
Rather than use the Harm Clock characters could have Hit Points equal to 10 +Health, damage would then be rolled on dice with weapons doing 1 Harm converting to 1D6, 2 Harm to 1D6 +1 and 3 Harm to 2D6. Armour would stay the same as would starvation and resistance.

THREAT LEVELS

Threats would be arranged in levels with those more threatening having more Harm Levels, so a low level threat would only have 2 Harm levels, a mid-level threat 4 and a high level threat 6, this would allow players to take out large numbers of low level threats quickly and be more cinematic.

FEAR

Each character has a Fear Clock with 6 segments, as they spend time in a fearful or stressful situation they will begin to lose segments from the clock, this would act similar to the Starvation Clock in that the more scared or stressed the characters become the higher the modifier to their rolls.



SHELTER

RANDOMISED BOMBINGS

Each night the MC rolls for location and severity of bombing raids, allowing them to change the landscape each day. That hospital you were planning on searching is now just a pile of rubble.

This would allow the MC to cut off known routes and to mix up the current situation, maybe the major gang is now buried under a house, or that friendly shelter you once traded with is now just dust.

This would need to be organised for each type and size of game with the MC listing what was chosen as the prime locations and then rolling twice for the result, once for location and once for situation.

RANDOM BOMBING				
D6	D6	2D6	Location	Situation
1-2	1	2	Police Station	Pile of rubble
3-4	2	3	Fast Food Joint	On fire
5-6	3	4	Garage	Collapsed roof
	4	5	Hospital	Half destroyed
	5	6	Vets	Blocked off
	6	7	Gun Store	Close to collapse
		8	Supermarket	Burnt out
		9	School	Flooded
		10	Hardware Store	No survivors
		11	Library	Upper floors destroyed
		12	Church	Lower floors crushed



SHELTER

PLAYING AS SOLDIERS

The MC can set up a game where the characters are either the enemy soldiers besieging the city or the soldiers defending it. They could be a patrol sent to hunt for the enemy, medical supplies, survivors, food, and water.

Depending on which side they are on they will see the citizens as either threats or allies, gangs and looters will be shot on site and combat will happen when an enemy patrol is encountered.

The characters would have no need to gather resources to craft and will have both armour and weapons with ammo enough to last them.

They could get stranded in the city, one of them could be captured and they could even be sent to capture a strategic location or an enemy officer or Lord, depending on the setting.

Moves would stay the same as would damage and armour types, this may create the need for Playbooks.

MAGIC

Characters could in the Fantasy setting play a Wizard, this would call for a new set of Moves and a spell list.

MOVES

Cast a Spell

You cast a spell roll +Mind. On a 10+ the spell is successful and it can be cast again. On a 7-9 the spell is cast but choose one from below.

- An enemy targets you.
- The Spell is more taxing than expected given -1 to cast again.
- Once cast the spell disappears from your memory.

Grimoire

You have a Grimoire of spells, you can write down 3 spells in the book and whenever you cast these 3 spells you gain +1.

Rune Magic

You can create Runes for armour and weapons which give them a +1 for a varied number of Rnds. Roll +Mind. On a 10+ the Rune is created, 7-9 the Rune is created but Pick one.

- The Rune only lasts 1 Rnd.
- How to create the Rune is forgotten.

Elemental Mage

You are an expert in one particular Element. When you cast a spell of that Element you gain +1, but the Element must be nearby, for water based spells you must be close to a river, lake, or bucket of water. For fire spells, you must be close to a candle, open fire or burning brand etc.

EXAMPLE SPELLS**Fire Bolt**

Causes two Harm and then does an extra 1 Harm per turn until extinguished.

Magic Missile

Each Bolt does 1 Harm, on a 10+ you fire 3 Missiles, on a 7-9 you only fire 2.

Teleport

You can Teleport only to areas in line of sight or known within a mile of location.

Fly

You can fly for 5 rnds at 10 metres per rnd.

Summon Creature

You can summon a single creature on a 10+ they will aid you, on a 7-9 they will appear but not aid you.

Boil Water

You can boil 5 sq metres of water.

Protection

You will be protected against 3 Harm.

Air Bolt

Will inflict 2 Harm and push target back 10ft

Earthquake

Will cause a 10 sq metre area to split and tremble, all those in the area will be prone for 3 rnds and take 1 Harm per rnd

Heal

You can heal back Harm, on 10+ you heal back 2, on a 7-9 only 1.

Dispel Magic

You can Dispel Magic or spells in the area.

Turn Undead

On a roll of 10+ you turn back the undead, on a 7-9 only some of them turn.

Freeze

You can freeze 5 sq metres of water.

Web

You launch a web on a 10+ the web engulfs the target making them prone for 5 rnds, on a 7-9 the web engulfs the target but only for 2 rnds.

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THANK YOU

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