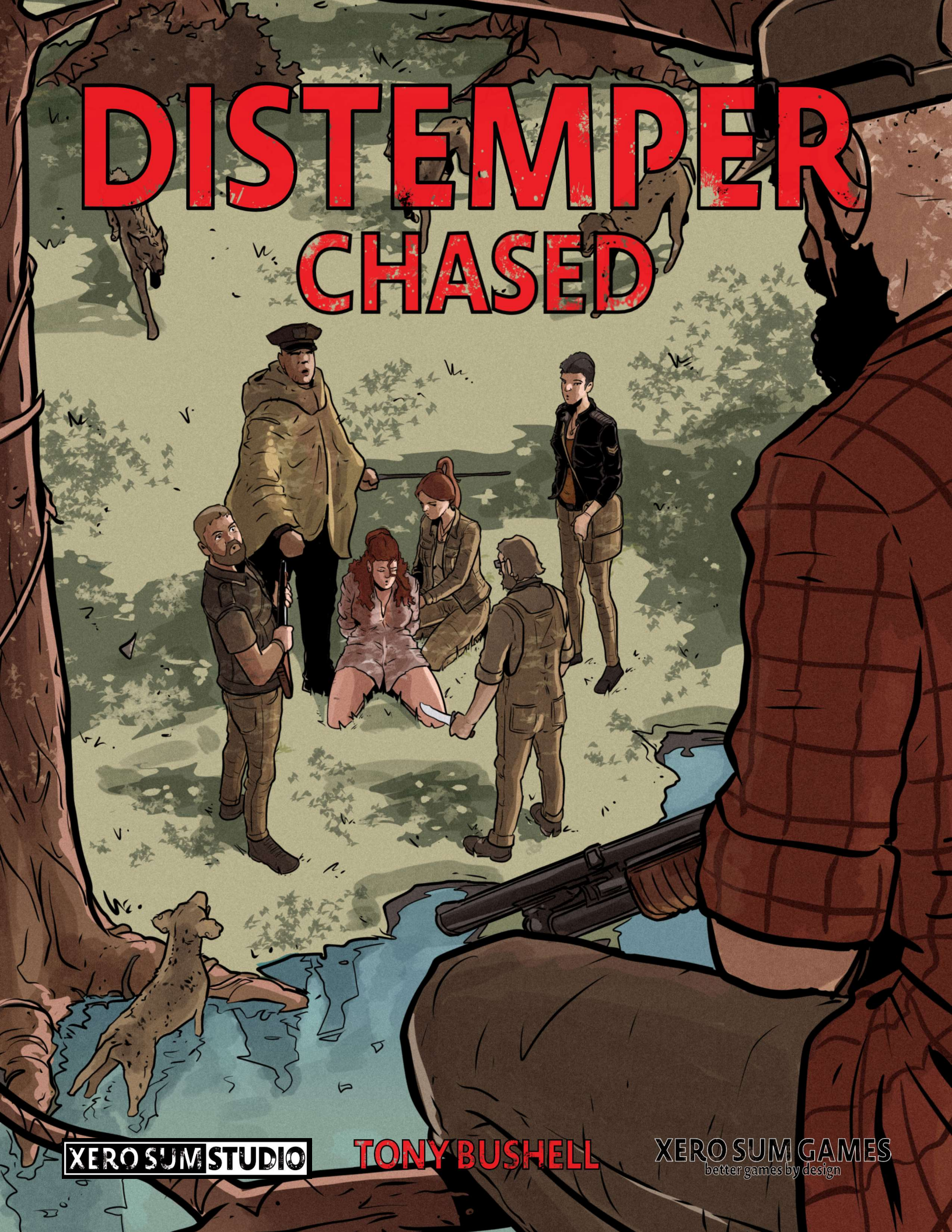


# DISTEMPER CHASED



**XERO SUM STUDIO**

**TONY BUSHELL**

**XERO SUM GAMES**  
better games by design



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**Special Thanks:** My wife & kids for letting me get this  
song out of my head and Matt Rowe, my co-conspirator

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Single page Two page

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# CHASED

## IT'S GETTING LATE...

...and you know you're close to the coast, but you also know you're not going to make it there tonight.

Not with all these trees standing between you and your destination.

Stumbling upon a Fire Station on the edge of Redden State Forest, your group of loose traveling companions agree to make camp here for the night and finish the journey tomorrow.

Maybe you will even arrive early enough to start catching all the fish the group has been talking about for the last day or so.

Maybe so, someone says, but there is almost nothing for anyone to eat tonight. As there's still a scant amount of light left you decide to head into the forest and see if you get lucky foraging.

Maybe you'll get really lucky and catch a rabbit, you say.

Unlikely, someone says quickly, but no one disputes that looking for something beats sitting around complaining about being hungry.

The light is already fading by the time you start looking and all chatter stops when you hear movement off in the distance. It sounds like something is moving towards you.

It sounds big and – just for a moment - you start to wonder if it could be a deer. You think about asking the person next to you if there are wild boar in this area, but something stops you.

The moment of excitement gives way to your stomach lurching when you realize the noises you can hear aren't animal noises.

That panicked, scared sound you can hear is most definitely human. A female human.

And the noise is coming your way.



# HOW TO USE THIS BOOK

Intended to be played by a group of 3-6 players over the course of several hours, **CHASED** is an introductory scenario that is designed as a companion to the **DISTEMPER QUICKSTART**.

**CHASED** guides a group of players through several situations while introducing them to core concepts such as dice checks, social interactions, and combat as they become relevant to the story.

This guide presupposes that the group are largely unfamiliar with **DISTEMPER**, and also that the Game Moderator may be new to the role. Various suggestions about actions that the players or NPCs may take to resolve situations are outlined and suggested in order to facilitate smooth gameplay.

This guide is geared towards helping a new GM get started via examples and suggestions about how to shape interactions and guide gameplay. More experienced GMs should feel free to ignore anything they don't like or that they don't feel works for their group. The suggestions in this guide are just that, suggestions, and each GM should make the game their own and shouldn't feel railroaded into specific choices.

Although all the rules needed to play **CHASED** are covered in the **DISTEMPER QUICKSTART**, to prevent a GM having to flip back and forth between documents, key rules will be reprinted where appropriate. It is recommended that a GM read through this entire document at least once to familiarize themselves with the flow of the module, as well as the rules.

Although players are encouraged to create their own player characters (PCs) via the **BACKSTORY GENERATION** rules on pages 14-27 of the **DISTEMPER QUICKSTART**, this guide assumes that they are using one of the pregenerated characters (**PREGENS**) included at the back of this guide, on pages 22 to 31. These **PREGENS** allow players to jump straight into the action with little more required than reading the character sheet.

No matter whether they are bespoke or one of the **PREGENS**, the story opens with the characters already knowing each other.

They have no established base of operations and are moving east towards the coast. This encounter also introduces the players to the residents of the King's Crossroads Mall in Delaware, which can serve as the basis for an ongoing campaign. This location and the surrounding area, as well as the NPCs living there are covered in greater detail in the **CROSSROADS CHRONICLES** sourcebook.

Additional Pregens, unmarked copies of the maps, VTT assets, an Initiative Tracker, and various supplemental game resources are available for download at [WWW.DISTEMPERVERSE.COM/CHASED](http://WWW.DISTEMPERVERSE.COM/CHASED)

## CLARIFICATIONS

To facilitate smooth gameplay whilst simultaneously teaching the mechanics of the game, some rules benefit from more detailed explanations, working examples to help provide clarity, or when there is a need to provide additional information for the GM.

These will be called out in boxes like this for ease of reference and location.

## EXPOSITION

THE CONTENTS OF BOXES LIKE THIS ARE INTENDED TO PROVIDE CONTEXT AND FLAVOR TO THE PLAYERS, AS WELL AS PROVIDING DETAILS AS TO WHAT IS HAPPENING IN THE WORLD AROUND THEM.

DEPENDING ON THE DETAILS AND CONTEXT, IT IS UP TO THE GM IF THEY HINT, PARAPHRASE, OR READ THE CONTENTS DIRECTLY TO THE PLAYERS.

**STOP READING HERE IF YOU PLAN ON  
TAKING PART IN "CHASED" AS A PLAYER**



## ENCOUNTER OVERVIEW

In **CHASED**, the players start out foraging for food in a forest. There they encounter Maddy, a young woman who is part of a group of NPCs that recently made a nearby, half-finished mall their home.

Earlier that day, Maddy, along with her two children and several others from her camp, were also foraging for food when they were attacked and forcibly taken back to their attackers' home. One of Maddy's group tried to resist but was killed, convincing the others to go quietly.

Maddy has managed to escape from the farmhouse where she and her kids were being held and is heading back to get help from her group at the mall when she stumbles on the players – with one of her captors chasing her.

After dealing with this threat, Maddy will implore the group to help her get her kids back from the farmhouse. If they do, it will bring them into conflict with the Connor Boys, a very dangerous group of men, one of whom they have already encountered.

This encounter will also introduce the players to the residents of the **KING'S CROSSROADS MALL**. Assuming they helped Maddy, the group will be welcomed and can share what meager resources the NPCs have. The Mall is the starting location for the **CROSSROADS CHRONICLES** campaign setting.

This encounter is broken up into four parts.

**THE FOREST:** Here the players will encounter Maddy, and one of the Connor Boys who is chasing her. The players will be introduced to the basics of dice checks and combat.

**THE FARMHOUSE:** This is where Maddy's kids are being held. The players will encounter another of the Connor Boy as they approach and there are three more of them inside. The players will have to formulate a plan to enter the house and attempt to rescue Maddy's kids.

**THE GETAWAY:** Having hopefully escaped with their lives, the players will need to find their way back to the mall where Maddy has been staying. They will interact with the NPCs there. Social skills are covered in greater depth.

**THE RECKONING:** The remaining Connor Boys turn up at the mall with revenge in mind, forcing the players and their new NPC allies to defend themselves. From here, any surviving players can decide on their next move.

## THE DISTEMPERVERSE

More than just this a Tabletop Roleplaying Game, the **DISTEMPERVERSE** is a post-apocalyptic setting that unfolds through the combination of stories told in the **Distemper** comic books and the **Distemper** TTRPG at a table.

A comic book imagining of **CHASED** is available as a 3-part arc from **Blood Moon Comics**, and the artwork in this document is from that comic book.

More comic book short stories that help set the background and tone for the game are available for download from **WWW.DISTEMPERVERSE.COM**

## NPC SNAPSHOTS

**NON-PLAYER CHARACTERS** (or, **NPCS**) are other survivors that the **PLAYER CHARACTERS** (or, **PCS**) will interact with, and who play a vital role in **DISTEMPER**.

These NPCs - whether friendly, hostile, or indifferent - shape the world around the players and are voiced by the Game Moderator.

For ease of reference, each NPC in **CHASED** has a Snapshot which captures everything a GM needs to bring them to life. This includes their name, their **RAPID** Range attributes (in the format 00000), secondary stats, relevant skills, and any weaponry or equipment they may have.

Art Buchanan 21020



**WP 10 RP 6 DMM 0 DMR 0 INIT 1 ENC 6 PT 4**  
Inspiration 2, Intimidation 2, Barter 1, Hunting 1,  
Ranged Combat 1, Survival 1, Tactics\* 1  
**Heavy Pistol [27] (3+2d3); Loudhailer**



# SESSION XERO

**SESSION XERO** references the time that a group takes before play starts to agree on the characters they will be playing, and where the GM sets the rules, tone, and background to the session or campaign. A **SESSION XERO** might last for 10 minutes, or it could take considerably longer, depending on how much ground they are covering.

For groups using the **PREGENS** provided on pages 22 to 31, there is a **SURVIVOR HANDBOOK** for each character that provides players with their character sheet as well as additional background information to help orient them to the world. These are available for download from **WWW.DISTEMPERVERSE.COM** and players should spend several minutes familiarizing themselves with the various elements of their character, including both the mechanical aspects such as their attributes and skills, as well as the more esoteric elements, such as complications, motivations, their background, and the three descriptive words that summarize their personality.

Once the players are comfortable with their characters, the GM should read or paraphrase the following for the group:

DAVID BATTERSBY HAS RUN A FARM IN THE DELAWARE AREA FOR MORE THAN 40 YEARS.  
AS THE PANDEMIC RAGED AND SOCIETY FELL APART, DAVID AND HIS WIFE TOOK IN YOU AND SOME OF THE OTHER PEOPLE THAT THEY KNEW OR WHO HAD WORKED FOR THEM, OFFERING YOU ALL SHELTER ON THEIR FARM TO WAIT THINGS OUT.  
YOU HAVE BEEN THERE FOR ALMOST FIVE MONTHS AND THINGS HAVE BEEN QUIET, WITH NO WORD FROM THE OUTSIDE WORLD.  
HOWEVER, THE DAY BEFORE **CHASED** STARTS, A HEAVILY ARMED GANG TURNED UP ON MOTORBIKES AND FORCIBLY EVICTED EVERYONE AT GUN POINT, KILLING DAVID'S WIFE ALONG WITH SEVERAL OTHERS IN THE BLOODY PROCESS.  
NO ONE HAS SAID MUCH AS THE GROUP MOVED TO THE COAST. YOU STOPPED AT DESERTED HOUSES AND BUSINESSES ALONG THE WAY AND HAVE FOUND A FEW WEAPONS, BUT NOTHING THAT MAKES YOU FEEL SAFE.  
NOT ANYMORE. NOT REALLY.

**NOTE:** If no one chooses to play Battersby, the same backstory can still be used but he was one of those killed.

One of the primary tools of the GM to ensure everyone is included in the narrative is **FILLING IN THE GAPS** (see page 10 in the **QUICKSTART**) as to what they are seeing, hearing, doing, or what they know. The GM should have the group spend a few minutes before the session starts **FILLING IN THE GAPS** about how they came to be together, describing their character and sharing what the other PCs in the group would know about each other. Each player gets to decide how much they wish to tell the rest of the group about their character.

If the group decides to make their own characters via the **BACKSTORY GENERATION** process, the rules are provided on pages 14-27 of the **QUICKSTART**. This should be considered a group activity and each player should go through the stages at the same time so that they can ask any questions they may have,

Although players are under no obligation to share specifics about what happens to their characters during the various phases of their lives, this is a great opportunity to discuss the relationships, bonds, what they might know about each other, and collectively **FILL IN THE GAPS** about who they are.

**FOR EXAMPLE:** They will need to decide how they know one another. Did they meet on the road, or did they know each other before the dog flu? Are they willing to fight to protect one another, or will they bolt at the first sign of trouble? What personality traits would be apparent to other members of the group?

Once the composition of the group has been decided, the GM should discuss the desired tone of the game. Whilst **DISTEMPER** is, at its core, a dark survival game, a GM should always remember that much of the best horror is unspoken and left to the imagination to fill in the blanks. Players can take part in a story told in a world where something truly dark like cannibalism and torture can exist without having it graphically pushed in their faces. GMs should be aware of what the players want to get out of the game to ensure those expectations are met without delving into territory that individuals where the group might find uncomfortable and unintentional create a negative play experience.

Now that the group have their characters and have agreed on the tone of the game they are looking to play, grab as many six-sided dice as you can find, and you are ready to get started.



# PART 1. THE FOREST

The encounter opens with the players moving east through Delaware towards the coast and what they hope will be a reliable source of fresh fish. They had hoped to make it there before nightfall, but it has become increasingly clear that they are going to have to stop for the night.

Read, paraphrase, or share the text on from the "It's Getting Dark" box on page 1 with the group and show them the map on pages 32-33 that indicates where they currently are in relation to their camp. In addition, let them see the map on page 6, showing their position in the forest and where the noise is coming from. These maps and the text are included in their **SURVIVOR HANDBOOKS**.

Unmarked copies of the maps, Virtual Tabletop (VTT) assets, and various additional game supplements can be downloaded from **WWW.DISTEMPERVERSE.COM**.

Once the group has acclimatized to their surroundings, they will need to see if they can narrow down which direction the noise is coming from. Tell them that each character will need to make a **SURVIVAL** check.

## THE FIRST DICE CHECK

Have each player check their character sheet and make a note of their **ACUMEN** score, which ranges from 0-3. This number is a modifier that they will add to their dice roll, and is called an **ATTRIBUTE MODIFIER**, or **AMod**.

Also have them check their Skills to see what they have listed under **SURVIVAL**. It will be a number between 0 and 3, and this is their **SKILL MODIFIER**, or **SMod**, which is also added to their dice roll. **SURVIVAL** is used as it covers

Each player should then roll 2d6, adding their **ACUMEN AMod** and **SURVIVAL SMod** to the total of the dice roll.

Have them check their final total against **TABLE 1: OUTCOMES**.

If they got **9 OR ABOVE** then they have been **SUCCESSFUL** (see page 8 of the **QUICKSTART** for more details). Tell the group that they see a woman running through the forest towards them and they have just enough time to move or hide from her before she sees them.

A **SCORE OF 14+** means that player got a **WILD SUCCESS**, and they spot Maddy with just enough time to formulate a brief plan among themselves before she sees them.

A **SCORE OF 8 OR LESS** is a **FAILURE**, and she is upon them before the characters have time to react.

A **SCORE OF 3 OR LESS** is a **DIRE FAILURE**, and they don't hear or see her until she literally runs into one of the players, knocking them both to the ground.

If any player gets a **DOUBLE ONE** or **DOUBLE SIX**, this is a **MOMENT OF LOW** or **HIGH INSIGHT**. In addition to getting a **DIRE FAILURE** or **WILD SUCCESS** they also get an **INSIGHT DICE** which should mark this on their character sheet. See **INSIGHT DICE** on page 9 or **MOMENTS OF INSIGHT AND INSIGHT DICE** on page 10 of the Quickstart for more details on how Insight Dice can be used.

Any players wishing to hide before she reaches them must make another **SURVIVAL CHECK**. If they are **SUCCESSFUL**, Maddy will run straight by them without seeing them, if they **FAIL**, she will stumble upon them.

Read or paraphrase the following to the players:

THE WOMAN IS IN HER LATE 20'S, DISHEVELED, AND HAS A GAG IN HER MOUTH. HER CLOTHING IS TORN AND STAINED WITH WHAT APPEARS TO BE BLOOD.

HER HANDS ARE BOUND BEHIND HER BACK, WHICH MAKES HER STRUGGLE TO MAINTAIN HER BALANCE AS SHE BOLTS THROUGH THE WOODS.

SHE IS CONSTANTLY LOOKING OVER HER SHOULDER RATHER THAN STRAIGHT AHEAD, SEEMINGLY MORE CONCERNED ABOUT THE KNOWN THREAT CHASING HER THAN ANY UNCERTAIN THREAT THAT MAY BE IN HER IMMEDIATE PATH. BOTH SHE, AND THE THREAT CHASING HER, ARE COMING YOUR WAY.

## MAKING A DICE CHECK

All attribute, skill, or combat checks require a **total score of 9 or above** to be successful. They take the format:

### 2d6 + Attribute Modifier (AMod)

Add their Reason, Acumen

Physicality, Influence or Dexterity

AMod, for a range of -2 to +4

### + Skill (SMod)

Add relevant SMods from Skills for a Range of -3 to +3

### + Conditional Modifier (CMod)

For any external influences or Unexpected factors, ranging from -5 to +5, at the GM's discretion

**TABLE 1: OUTCOMES**

0-3	Dire Failure
4-8	Failure
9-13	Success
14+	Wild Success
1+1	Moment of Low Insight
6+6	Moment of High Inside





If the players successfully hide, Maddy will go running by them. She is making a huge amount of noise and loses her balance, falling down near the players.

Obviously panicked and with her hands bound, it is a struggle for her to get to her feet. She is panting frantically, making loud, frustrated whimpering noises as she tries to stand up.

If the players reveal themselves or fail to hide, Maddy will scream through her gag and try to get away from them.

Have each player make an **ACUMEN CHECK** to see if they notice one of the Connor brothers, coming their way.

There are seven Connor boys in total, 4 of which are chasing Maddy down. They have split up and gone in different directions but in addition to getting a head start, she is younger and fitter than any of them and so she was able to get some distance from two of the brothers.

However, having her hands bound means she keeps falling and at least one of them is closing in on her.

In his late forties, Luke is the middle of 5 brothers and although he is not the brightest of the siblings, he is big, cunning, mean, and knows how to use his size. He will arrive within moments of the players meeting Maddy, brandishing a shotgun.

If the players successfully hid, Luke will move beyond them and catch up with Maddy. He will drop his shotgun in order to wrestle her into submission and, once he has her subdued, he will start yelling for his brothers to come and help him.

Upon seeing the characters, he will be confused but will recover quickly, retrieving his shotgun and becoming immediately hostile.

Luke isn't looking to fight with the players, but he is intent on reclaiming Maddy, who the brothers see as their property. He doesn't plan on letting the players stop him and will point his gun at them and tell them to back off.

If the players try and talk to him it will quickly become obvious that Luke has a below average Reason (-1) and can be easily tricked and outwitted.



# THE CONNOR BOYS

THE CONNOR FAMILY HAVE LIVED IN THIS REGION FOR SEVERAL GENERATIONS. THEIR FAMILY HISTORY STRETCHES BACK LONG ENOUGH THAT NO ONE REALLY REMEMBERS ANYTHING ANYMORE, EXCEPT THAT THEIR FARM WAS ALWAYS THERE. AT SOME POINT AFTER WORLD WAR TWO, THE FAMILY BOUGHT THE NEIGHBORING FARM AND ANNEXED THE LAND.

THE FAMILY HAD BEEN A CONSTANT IN THIS AREA, THEIR FORTUNES TIED TO THE LAND AND SEASONS. HAVING ALWAYS HAD A DISPROPORTIONATE NUMBER OF MALE BABIES, THEY HAVE BEEN GETTING COLLECTIVELY CALLED THE CONNOR BOYS FOR AT LEAST A GENERATION BEFORE THE VIRUS HIT.

SEVEN MEMBERS OF THE FAMILY ALL SURVIVED THE PANDEMIC - RAY, LUKE, JACKIE, OWEN, DONNIE, SILAS, AND JUNIOR. SOME HAD GOTTEN IT AND SURVIVED WHILST IT HAD JUST PASSED THE OTHERS BY COMPLETELY. ROBUST GOOD HEALTH HAD ALWAYS BEEN A FAMILY TRAIT BUT HOW SO MANY OF THEM HAD SURVIVED THE DOG FLU WAS SOMEWHERE BETWEEN A MYSTERY AND A MIRACLE.

NOT THAT THE BOYS GAVE IT A WHOLE LOT OF THOUGHT, THEY JUST PUT IT DOWN TO BEING FROM HARDY STOCK. HOWEVER, WHATEVER IT WAS THAT GAVE THE MEN THEIR PROTECTION UNFORTUNATELY HAD NOT EXTENDED TO THEIR SPOUSES AND WITHIN MONTHS OF THE VIRUS BREAKING OUT, THERE WERE JUST THE SEVEN OF THEM LEFT.

RAY, LUKE, JACKIE, AND OWEN ARE BROTHERS. DONNIE AND SILAS MCHENRY ARE THEIR COUSINS AND JUNIOR IS LUKE'S SON. THERE HAD BEEN ANOTHER TWO BROTHERS, WILLY & MYRON, BUT THEY HAD BEEN WEAK AND DIED FROM WHAT THE BOYS CALLED THE PLAGUE.

THE WINTER HAS DEPLETED MUCH OF THEIR FOOD STORE, BUT THEY STILL HAVE THEIR LIVESTOCK AND WORK THE FIELDS. THEY SUPPLEMENT THIS WITH HUNTING IN THE NEARBY STATE FOREST AND ARE CLOSE TO BEING SELF-SUFFICIENT.

ALTHOUGH FOR THE MOST PART THEY DON'T CONSIDER THEMSELVES TO BE CANNIBALS, THEY HAVE CONSUMED HUMAN FLESH SEVERAL TIMES IN THE LAST YEAR WHEN HUNGER PUSHED THEM OR WHEN THEY FELT IT WAS SOMEHOW NECESSARY. OR IF THE PERSON JUST LOOKED PARTICULARLY TASTY.

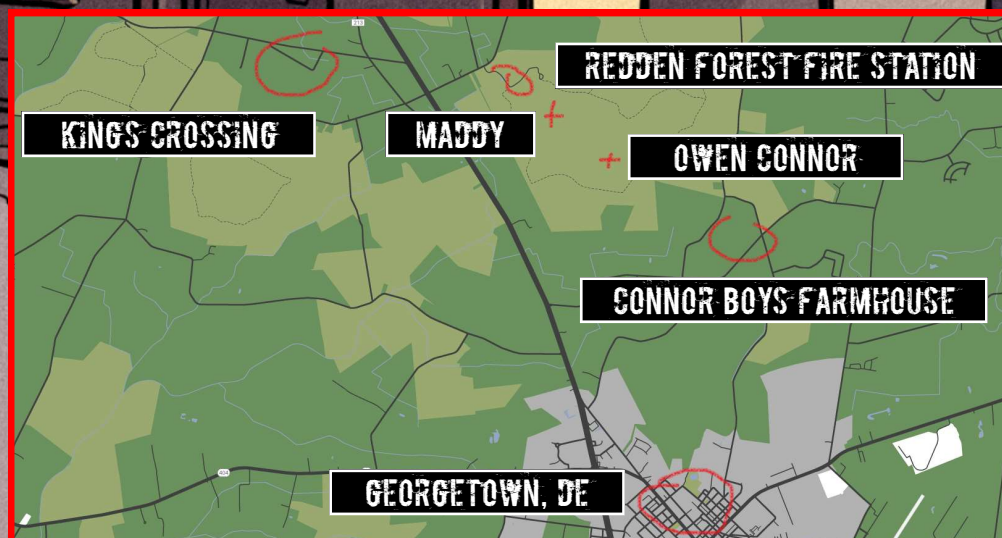
SILAS, HOWEVER, MAKES NO BONES ABOUT IT. HE SAY HE JUST LIKES HOW IT MAKES HIM FEEL.

THE CONNOR BOYS ARE INCREASINGLY LONELY FOR COMPANIONSHIP AND MATES. THEY HAVE SNATCHED SEVERAL PEOPLE OVER THE LAST FEW MONTHS BUT, SO FAR EVERYONE THEY HAVE TAKEN HAS ENDED UP DEAD. THEY STILL CONTINUE TO KEEP THEIR EYES OPEN FOR WHAT THEY CALL STRAYS, AND THIS HAS EXTENDED TO DONNIE, SILAS, AND JUNIOR KIDNAPPING SEVERAL WOMEN FROM GEORGETOWN, A TOWN AN HOUR OR SO SOUTH FROM THE FARMS.

IN HIS LATE 50'S, RAY CONNOR HAS ASSUMED THE ROLE OF THE PATRIARCH AND THE REST OF THE FAMILY LOOK TO HIM TO UNQUESTIONINGLY PERFORM THAT FUNCTION. HE IS PROTECTIVE OF THE OTHERS AND WILL STOP AT NOTHING TO DEFEND THEM AND HIS LAND.

ALL THE CONNOR BOYS WILL VIEW THE PLAYERS AS INTRUDERS AND DEFEND THEIR PROPERTY ACCORDINGLY.

ALTHOUGH THERE ARE SEVEN CONNOR BOYS IN TOTAL, MADDY ONLY KNOWS ABOUT FIVE OF THEM.





If the players fight Luke or attempt to leave with Maddy, his priority will be making sure she does not get away, followed closely by dealing with the players.

Tell the players that with Luke being as hostile as he is, **COMBAT** has now started and each of them must roll for **INITIATIVE**.

Luke is too belligerent to surrender and too dumb to try and escape. The group will need to **INCAPACITATE** him by reducing his **RESILIENCE POINTS** to 0, or to inflict enough damage to reduce his **WOUND POINTS** to 0, at which point he will **DIE**.

Assuming they are able to **INCAPACITATE** or **KILL** him, and once they get the gag out of her mouth, the first thing Maddy will tell them is: "They have my kids!"

She will warn them that this was just one of several men that had snatched her along with her kids and several other members of her group earlier that morning while they were out looking for food.

She says that she was able to get away because they were careless, but that the other brothers cannot be far behind. She will attempt to take Luke's shotgun while telling the players that she must go back and get her kids. She asks if they will help her.

Tell the players they are going to make a **GUT INSTINCT** check to get a read on Maddy.



## INITIATIVE

Have each player check their character sheet for their **INITIATIVE MODIFIER**, which is a total of their AMods for Physicality and Dexterity. This **INITIATIVE MODIFIER** is added to a 2d6 dice check with the final total being their **INITIATIVE SCORE**.

Each player should make their **INITIATIVE CHECK** and the GM should do the same for Luke (who has a **+2 INITIATIVE MODIFIER**) making a note of the scores. An **INITIATIVE TRACKER** is available at [www.DistemperVerse.com/resources](http://www.DistemperVerse.com/resources) to help with tracking the various initiative scores.

The order of combat goes from the character with the highest **INITIATIVE SCORE** to the lowest.

Each combatant gets two **ACTIONS** per round and may choose to defer either or both of their actions until other characters have acted.

**FOR EXAMPLE:** a player may choose to **AIM** but wait until later in the Round before they actually **ATTACK**.

Combat is covered in greater depth on pages 28-33 of the **QUICKSTART**, but a brief summary is provided in the **COMBAT OVERVIEW** on page 9.

Luke Conner -10302



WP 15 RP 9 DMM 3 DMR 2 INIT 2 ENC 9 PT 4

Ranged Combat 2, Unarmed Combat 2,  
Intimidation 1, Hunting 1, Survival 1

Hunting Knife (2+1d3); Shotgun [6] (5+2d6), Flashlight



# COMBAT OVERVIEW

Combat is split into Rounds, with each round being 3-6 seconds long. Each round is divided into three phases: **Initiative**, **Actions** and **Resolution**.

**1. INITIATIVE:** The **INITIATIVE CHECK** decides the order in which combat unfolds and when each combatant acts. All participants roll **2D6 + DEXTERITY AMOD + ACUMEN AMOD + ADDITIONAL CMODS** decided by the GM, and the order follows the dice results from high to low. In the event of a tie, PC's always beat NPCs and if multiple characters tie then actions by those characters are considered to take place simultaneously.

**2. ACTIONS:** Each combatant gets **2 ACTIONS PER ROUND** and can choose to take two different actions or the same action twice.

The 18 available actions are: **AIM, ATTACK, CHARGE, COORDINATE, COVER FIRE, DEFEND, DICE CHECK, DISTRACT, FIRE FROM COVER, GRAPPLING, INSPIRE, MOVE, RAPID FIRE, READY WEAPON, REPOSITION, SPRINT, SUBDUE, TAKE COVER.**

See **COMBAT ACTIONS** on page 10 for details on how each action works.

**3. RESOLUTION:** Once all combatants have taken both of their Actions, dealt or received damage, and after any deferred or delayed actions take place (such as a grenade exploding, gas kicking in, or a character repositioning) the Round is considered **RESOLVED** and the next Round begins, starting with a new **INITIATIVE CHECK**.

In the second & subsequent rounds, a PC who didn't attack and also wasn't attacked in the previous Round adds +1 to their Initiative Roll.

**4. ATTACKS:** For one character to attack another they must make a skill check using the relevant skill (**UNARMED COMBAT, MELEE COMBAT, or RANGED COMBAT**), applying any CMODs, weapon specific Modifiers, and the opponents **DEFENSIVE MODIFIERS (DMM and DMR)** to the roll. On a **SUCCESS** or **WILD SUCCESS**, the attack landed successfully, and damage is dealt.

**5. DAMAGE:** Each weapon has damage value that consists of both a fixed and a variable damage component in the format 2+1d6. Attacks also inflict 50-100% of the damage (depending on the weapon type) as RP.

**FOR EXAMPLE:** A Light Pistol does **3+1d6** - this means it does 3 points of fixed damage as well as 1d6 points of variable damage for a range of 4 to 9 **WOUND POINT** damage. 50% of that damage total (rounded down) is also inflicted as **RESILIENCE POINT** damage.

**6. PANIC:** If a character gets to half of their Resilience Point total, they are at their **Panic Threshold** and must make a Successful **REASON, INSPIRATION** or **PSYCHOLOGY\*** check to avoid panicking. If they do panic, they must roll 2d6 and compare it to **TABLE 6: PANIC EFFECTS** (see page 30 in the **QUICKSTART**).

**5. WOUND & RESILIENCE POINTS:** Each character has both Wound & Resilience Points (WP & RP) that determine how much damage they can endure before being Killed or become Incapacitated.

If a character reaches **0 RESILIENCE POINTS** they become **INCAPACITATED** for x rounds. They then recover and wake up with 1 RP and recover 1 RP per round they are not in combat.

If a character reaches **0 WOUND POINTS** they become **MORTALLY WOUNDED**. They have **4 ROUNDS + PHYSICALITY MODIFIER** until they **DIE** and the only ways to prevent a character **DYING** is for someone to make a **SUCCESSFUL FIRST AID** or **SURGERY** check to **STABILIZE** them, or for the player to surrender all of their **INSIGHT DICE** (see **INSIGHT DICE** on page 11).

See page 30 in the Quickstart for more information about **INCAPACITATION** and **DEATH**.

**7. HEALING:** Wound Points heal at a rate of 1 WP a day, and Resilience Points at 1 RP per hour.

All RP are recovered with a good night's sleep



# COMBAT ACTIONS

**AIM:** +2 CMod to the next Attack on their target. The character's next action must be an Attack, or the Aim is lost.

**ATTACK:** Any attack, Unarmed or with a Ranged or Melee Weapon. If this is used for both actions against the same target brings a +1 CMod to the second use as the first attack helped them narrow in on their target

**CHARGE:** Using both actions, this allows a character to move twice, and end their action with either a Melee or an Unarmed Combat Attack

**COORDINATE:** A character making a Successful Tactics\* check on a target they can clearly see provides a +2 CMod against that target to any character within Close range of the player character. On a Wild Success, this carries over to the next round as a +1 CMod

**COVER FIRE:** Characters doing this must make a separate Attack against each person/group and on a Success, the target gets a -2 CMod to their next action, skill or attribute check.

**DEFEND:** This action adds +2 to the character's Defensive Modifiers for the next incoming attack. This does not carry over into the next round.

**DICE CHECK:** An action can be used to make any Attribute or Skill check the character requires.

**DISTRACT:** A Successful Intimidation, Psychology\* or Tactics\* check Distracts a target who then loses one of their next Combat Actions.

**FIRE FROM COVER:** Characters who have taken cover can use both combat actions to come out of cover, fire their weapon, and return to cover without losing their Defensive Modifier on incoming attacks.

**GRAPPLING:** A character can make an Opposed Check (see **Opposed Checks** on page 11 of the **QUICKSTART**) using Unarmed Combat to pin an enemy in place.

**INSPIRE:** On a successful Inspiration check, a target at Close range gains an additional Combat Action this round. A character can only be Inspired once per round.

**MOVE:** Players can change Range bands (see **Range** on page 35 of the **QUICKSTART**).

**RAPID FIRE:** A character can make two rush shots per round. The first one suffers a -1 CMod, the second has a -3 CMod. If a character uses this for both Combat Actions, they suffer a -2 CMod and -4 CMod to those attacks.

**READY WEAPON:** Unless a weapon is ready to use, it must be readied. This action must also be taken to reload or if a weapon becomes jammed.

**REPOSITION:** This action takes place at the end of a round in the Resolution phase, allowing a character to get situated for their next attack.

**SPRINT:** Both actions can be used to Sprint and cover 3 times the normal amount of ground in a single move. At the end of the round, the character must make a successful Athletics check to avoid becoming Winded and needing to rest, losing one of the Combat Actions in the following round.

**SUBDUE:** When attempting to Subdue another character, full Resilience Point damage is done but Wound Point damage is dealt at 50% (see Damage on page 33 of the **QUICKSTART**). Can only be used with Unarmed or Melee attacks.

**TAKE COVER:** Taking Cover gives a +2 Defensive Modifier for all attacks that take place against that character during that combat round.

## WHAT IF SOMEONE DIES?

Combat in **DISTEMPER** is brutal and unforgiving.

Characters can easily die from one or two attacks and players should always attempt to find a peaceful solution before engaging in combat. If peace isn't a viable option, they should try to get the upper hand or cause a distraction - anything that avoids attacking head-on and the exposure it brings.

If a character dies during **CHASED**, rather than have the player sit on the sidelines the GM is encouraged to have them play **MADDY**. Everything she has told the players is true, and anyone playing her just needs to know that she is truly desperate to get her kids back. There is a character sheet available for her at [distemperverse.com/Pregens](http://distemperverse.com/Pregens).

If more than one character is killed, players should pick one of the remaining **PREGENS** (more are available at [DISTEMPERVERSE.COM](http://DISTEMPERVERSE.COM)) and the GM should either have them encounter this character on the way to the farmhouse or have the new character being held hostage in the farmhouse by the Connor Boys.



## Maddy Bell 01011



**WP 11 RP 6 DMM 1 DMR 0 INIT 0 ENC 0 PT 0 BP 0**  
 Athletics 1, Manipulation 1, Ranged Weapons 1, Stealth 1

## GUT INSTINCTS

When players encounter NPCs for the first time, they can make a **GUT INSTINCT** check to see what they ascertain (consciously or subconsciously) about that NPC.

Have each player make a **PSYCHOLOGY\***, **SURVIVAL, TACTICS\***, or **ACUMEN** check to get a read on Maddy.

They get a +2 CMod to their check, as she is obviously desperate and begging for their help.

On a **SUCCESS**, the players believe that Maddy is being truthful with them. On a **WILD SUCCESS**, there is no doubt that she is in desperate need of the group's help.

If they **FAIL** this check, then they really get no read on Maddy. She might be telling them the truth, or she might not.

On a **DIRE FAILURE** they believe that, despite the deadly situation that just unfolded in front of them, that perhaps she is trying to lead them into a trap.

See **GUT INSTINCTS** on page 31 of the **QUICKSTART** for more details.

## INSIGHT DICE

Insight Dice represent a player's ability to tap into karma, cosmic energy, or their own force of will and influence the situation around them in a way that is favorable to the player.

Each player starts the game with two **INSIGHT DICE** and receives an additional **INSIGHT DICE** each time they get a **MOMENT OF HIGH** or **LOW INSIGHT** (a double one or double six).

The exact application of an **INSIGHT DICE** is between the player and GM, but common uses are:

- Adding an additional dice to the pool prior to making a check, for a 3d6 dice pool
- Traded in prior to a dice roll for a +3 CMod
- Substituting **INSIGHT DICE** for one or both of the original dice rolls for fresh dice that are then rolled into the pool
- Used to 'bend reality' by allowing a player to find an unexpected clue or have a missing piece of required equipment (such as a rope to scale a wall) or get informed of a guard's routine by a drinking buddy
- If a character would otherwise **DIE** (see page 33 of the **QUICKSTART**), they may surrender all of their **INSIGHT DICE** in exchange for recovering 1 Wound Point and 1 Resilience Point for each dice surrendered. Players cannot choose how many dice to use in this method, it automatically costs all of their available **INSIGHT DICE**

Once used, **INSIGHT DICE** are immediately surrendered back to the GM, but unspent dice carry over from session to session and should be tracked on the character's sheet.

**INSIGHT DICE** can be used by a player to perform an act that helps another player but, they are non-transferable and cannot be transferred from one player to another. **INSIGHT DICE** cannot be used in **GROUP CHECKS**.

**CHAIN REACTIONS:** If a player uses an **INSIGHT DICE** and they also get a **MOMENT OF INSIGHT**, this causes a **CHAIN REACTION**, and the player receives two **INSIGHT DICE** to add to their pool. They can choose to play one or more immediately, or bank them for later use.

## CHOICES, CHOICES

If the players choose to help **MADDY**, go to **PART 2: THE FARMHOUSE** on page 12.

If the players choose not to help **MADDY**, she will head off without them but will get no more than a few steps away before **OWEN CONNOR** appears.

He gets the drop on **MADDY** and puts his gun to her head. If she is armed with Luke's shotgun, he will tell her to drop it and move over towards the rest of the group.

**OWEN** is smarter than his brother and will realize quickly that he is outnumbered and will use aggressive tactics to try and intimidate the group and force march them to the farmhouse at gunpoint.

If the players are going along with his instructions, **MADDY** will whisper to any characters close to her that they need to act and try and overpower him. She will not take any action without players agreeing to help her.



## PART 2. THE FARMHOUSE

If the players have agreed to go with Maddy to the farmhouse, this would be a good time to have them check their inventory to see if any of them have a flashlight. If it isn't written down on their list, then they don't have it in the game - unless the players want to spend an **INSIGHT DICE** to find that piece of equipment in their bag, or if they search his dead body and take his.

Even with Maddy's help, the players will need to make a **NAVIGATION CHECK** to find their way through the forest to the farmhouse. Because there are a number of them and they are working together, they can make a **GROUP CHECK** on this task (see **GROUP CHECKS** on page 11 of the Distemper **QUICKSTART**).

Whoever has the highest Navigation skill should make the check and if no one has at least 1 point in Navigation, then it falls to whoever has the highest Acumen attribute.

Have the player making the check add +1 to the total for each person taking part (including Maddy) and add any Modifiers for each contributing character's **SMODS** in **NAVIGATION** or **AMODS** for **ACUMEN**. Players cannot use **INSIGHT DICE** on a group check.

If any player has a compass, the group also gets a +1 CMod.

If they are **SUCCESSFUL**, they find their way to the edge of the forest and see the farmhouse just ahead.

If they **FAIL**, then it takes them a significant amount of time and each player must make a **STEALTH** check to if they are **SUCCESSFUL** in making it to the farm undetected and uninjured. If they **FAIL**, they will take 1 point of both Wound Point (WP) & Resilience Point (RP) damage. Have them make a note of that on their character sheet.

Owen Conner 01202



WP 14 RP 8 DMM 2 DMR 2 INIT 3 ENC 8 PT 4

Ranged Combat 2, Survival 2, Hunting 1,  
Melee Combat 1, Unarmed Combat 1

Hunting Knife (2+1d3); Shotgun [8] (5+2d6), Flashlight

A **DIRE FAILURE** means they take 1d3 of damage and alert **OWEN** to their position at the point marked upon the map on page 7.

If they haven't run into him previously, **OWEN CONNOR** will catch up to them a half mile or so before they reach the farmhouse and get the drop on them. Like his brothers, Owen is not very smart and will be extremely confused as to how Maddy has found help and, more pressingly, where his other brothers are. He will automatically assume the worst.

The players see a windmill up ahead and Maddy will tell them she recognizes it and that they are maybe a half mile from the farm. Owen will flank the group and appear from one side, shining a flashlight in their eyes to disorient them. He is brandishing a shotgun and shouting for them to drop their weapons. He plans to escort them back to the farm and let his oldest brother, Ray, make the decision as to what to do next and, due to his confusion, is reluctant to kill anyone before Ray has made any decisions.

Whether the characters were brought here by Owen or if he has just appeared, Maddy will attempt to distract and attack him, no matter if she has a weapon or not.

By acting suddenly, Maddy is **GETTING THE DROP** (see page 35 of the **QUICKSTART**) and may take 1 action before anyone else rolls for Initiative. Owen believes he has control of the situation and is not expecting an attack and Maddy gets a +1 CMod.

After Maddy's attack, everyone should make an Initiative check. Maddy will get a -3 CMod, due to previously **GETTING THE DROP** on Owen.





## WHERE IS EVERYONE?

The positions of everyone are marked on the farmhouse map below. However, GMs should be prepared to be flexible on positioning, dependent on how the players gain entrance. Blank copies of the map, as well as VTT-ready assets are available at [DISTEMPERVERSE.COM](https://www.distemperverse.com).

**MADDY'S KIDS:** Maddy tells the players that the Connors had locked her and her kids in one of the bedrooms that is close to the back of the house. When Luke tried to move her to another room, she was able to break free from him and bolted out of the back door. She is correct in her hope that both of her children are still locked in the same bedroom, which is directly next to where Donnie and Junior are making dinner. The door is locked and will require a **SUCCESSFUL PHYSICALITY CHECK** to break open. It may be a good time to try a **GROUP CHECK**.

**DONNIE AND JUNIOR:** The two men are arguing loudly about who should be preparing dinner and will only become aware of the players if they enter the kitchen or if they are being clumsy, loud, or unlucky as they move through the house. Although they are not carrying weapons, they have access to kitchen knives and a large kitchen pin. Should they sense a threat, they will try to get to the dining room, where they both have guns on the dining room table.

**SILAS:** Silas is in the basement where he has been torturing Brian, the other survivor from Maddy's group. The basement has been soundproofed and is an area used specifically for this purpose. If there is noise from above, he will come to investigate and will be armed. If the players venture into the basement, Brian is already dead.

**RAY AND JACKIE:** The last two Connor Boys are still both out looking for Maddy and unless the PCs are captured, won't return while the group is at the house.



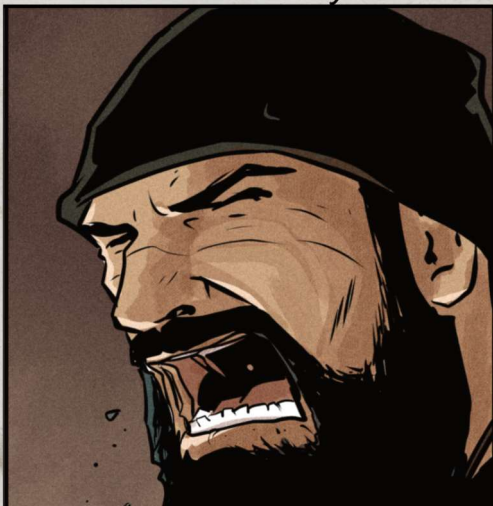


### Junior Conner 00202



**WP 14 RP 8 DMM 2 DMR 2 INIT 2 ENC 8 PT 4**  
 Ranged Combat 2, Melee Combat 1,  
 Survival 1, Unarmed Combat 1  
**Kitchen Knife** (2+1d3)

### Donnie McHenry 01301



**WP 14 RP 9 DMM 3 DMR 1 INIT 2 ENC 9 PT 4**  
 Unarmed Combat 3, Melee Combat 2,  
 Ranged Combat 2  
**Rolling Pin** (3+1d3) [100%]

Each player should roll for Initiative, and the GM should roll for both Maddy and Owen. Maddy has a +0 Init Modifier and Owen has +3 Init Modifier.

If the group overpowers Owen, Maddy will insist they move on to the farm to rescue her children, which is less than half a mile ahead.

Maddy doesn't know how many Connor Boys are left in the house but there are three of them - Donnie, Silas, and Junior. Maddy's two children are in one of the bedrooms on the ground floor. Brian, one of the people from the group Maddy has been traveling with, is strung up in the basement where he is being tortured by Silas.

Ray and Jackie, the last two brothers, are both out looking for Maddy and won't return for more than an hour.

Players attempting to scout out the house who make both a **SUCCESSFUL STEALTH** and **ACUMEN** check will draw the conclusion that that Donnie and Junior are the only occupants, as they are unable to see Silas in the basement.

## GETTING IN

There are two entrances to the Connor farmhouse, one in the front and one in the back. Both doors are unlocked and will open with ease, although there is a chance with both of them that they will make noise.

The back door will bring the players straight into the kitchen, where Donnie and Junior are preparing dinner. If players are observing the back of the house then they will see the two men through the kitchen windows as they move backwards and forwards.

If the players enter the kitchen, then Donnie & Junior will immediately set upon them. Donnie is wielding a large kitchen knife that does 2+1d3 damage, Junior will have a kitchen pin that does 3+1d3 damage but inflicts 100% resilience point damage.

There are windows dotted around the ground floor of the farmhouse which, with the exception of the room where Maddy's kids are being kept, are all closed but unlocked. The windows in the room the boys are in have bars on the outside and cannot be breached. This room is next to the kitchen where Donnie and Junior are making food.

A player making a **SUCCESSFUL STEALTH CHECK** can open the front door or a window without making any noise. However, even though it is well maintained, the house is old and if a player gets a **FAILURE** or **DIRE FAILURE** on such an attempt, the window or door will make enough noise when opening to potentially alert Donnie and Junior.

If the players are making noise, the GM should make an Acumen check for both NPCs to see if they notice, giving them a +1 CMod if a player **FAILS** and +3 CMod on a **DIRE FAILURE**. If they do notice something, the players will have one round before they come to investigate.

Characters could also try and gain entrance to the second



floor by climbing up the side of the house. As it is dark and the house is very old, they get a -2 CMod to any **ATHLETICS CHECK** if they try to climb it.

Additionally, unlike opening a door or window, the players must get a **WILD SUCCESS** or **MOMENT OF HIGH INSIGHT** to climb the roof without alerting the two men within the house. Even if they get a **SUCCESS**, despite being able to climb the house they still make enough noise for Donnie and Junior to hear them.

The GM should make an **ACUMEN CHECK** for each NPC to see if they notice the noise on the roof. They get the following CMods:

+4 CMod if they got a **DIRE FAILURE**

+2 CMod if players get a **FAILURE**

+1 even if the players get a **SUCCESS**

Once inside, the players will have to actively try to be stealthy to avoid detection. Although well kept, the house is old and has a tendency for floorboards to creak and doors to make noise as they open and close.

Each player will need to make a **STEALTH CHECK** each time they move from room to room. A

**FAILURE** means that the Connor Boys must make an **Acumen** check with a +1 CMod to see if they notice (they get a +3 CMod if the players get a **DIRE FAILURE**).

Silas is in the basement where he is torturing Maddy's companion, Brian. Although the sounds are heavily muffled, characters entering the house should make an **ACUMEN CHECK** each round. On a **SUCCESS** they know they are not alone and on a **WILD SUCCESS** or **MOMENT OF HIGH INSIGHT** they will hear noises rising up from below their feet.

If the players alert or come into direct contact with any of the Connor Boys, they will immediately need to roll for **INITIATIVE** as they will attack the PCs without hesitation, automatically viewing them as hostile intruders.

If the players engage with Donnie and Junior, it will take 5 rounds for Silas to come up from the basement. When he does, he will instantly attack the closest player.

During any encounters between the players and the Connor Boys, the Connors' first instinct will always be to fight. As they aren't expecting to see the players, the Connors' will be confused, and they will try to subdue the group until they can find Ray and get a handle on what's going on.

If they are **INCAPACITATED**, the players will be dragged to the basement, where they will be bound by the hands and feet and chained to hooks in the ceiling. See **CAPTURED!** on page 16 for more details on what to do if this happens.

## Silas Conner -10302



WP 15 RP 9 DMM 3 DMR 2 INIT 2 ENC 9 PT 4

Ranged Combat 2, Melee Combat 3,  
Unarmed Combat 2, Intimidation 1

Machete (2+2d3); Light Pistol [9] (3+1d6)

## TROY & MARK BELL -I-I-200



WP 8 RP 4 DMM -2 DMR 0 INIT -1 ENC 2 PT 3 BP 1

Charm 1





## CAPTURED

If the players find themselves in the Connors basement then they are in a lot of trouble and, without quick thinking and fancy footwork, they are as good as dead.

The Connors have converted their basement into what they call a holding area but is, in reality, more of a torture chamber. Victims are put in handcuffs and strung up to hooks in the ceiling.

To pull their chains loose, a player would need to have a Physicality of 2 or higher and get a **WILD SUCCESS** or **MOMENT OF HIGH INSIGHT**.

If the players attempt to assault their captors whilst in chains, they incur a -3 CMod to any movement or attack.

They could potentially somehow trick their captors or convince them to let them go, but the GM should have any group trying to do this **FILL IN THE GAPS** exactly how.

With the exception of Ray, none of the Connor Boys are particularly bright. However, Silas is exceptionally slow-witted and gullible and may be a player's best bet for charming, tricking, or conning their way out of the situation.

This might be a good time to spend some **INSIGHT DICE** in a creative way!

If the players are somehow able to get out of their chains, there are a number of weapons in the basement that they will be able to take. This includes any weapons the players were carrying, in addition to a variety of firearms and melee weapons at the GMs discretion.

Even if the players escape their captors, this will never be over for the Connor Boys. If the players remain in the area and any of the Connor Boys are left alive, the players should expect to be hunted until one side is dead.



## PART 3. THE GETAWAY

If the characters are able to get clear of the house and the Connor Boys, Maddy will make it apparent that she has no intention of going to the players' camp and is intent on making her way back to the motel she has been staying at.

None of them know it but they are actually camped only a few miles from one another. She will tell the players that they can follow her, but she is clear about where she is heading.

If the players go with her to the Motel then they will be met by one or more of Maddy's group upon their arrival, depending on the time of day or night that they turn up.

It will take a **NAVIGATION CHECK** with a -2 CMod due to the darkness to find their way back. As with finding their way to the farm, the players can make a **GROUP NAVIGATION** check.

If they are **SUCCESSFUL**, the journey will take them 2 hours and they arrive when half of the NPCs are present, including William, Caleb, Macy, Eric, and Mikey (see pages 34-37). They are all getting ready to go to bed but have been worried about Maddy and were sitting and tending the fire, hoping she would return.

If the group got a **FAILURE**, the journey takes them 5 hours and they arrive several hours after midnight. Maddy will have to bang on Milton and Paula's motel room door, waking up Caleb, William, and several of the others in the process.

If the group gets a **DIRE FAILURE** or **MOMENT OF LOW INSIGHT**, then they will need to wait for the sun to rise to get their bearings. They will be cold, exhausted, and each lose 2 RP. By the time they get to the mall, almost all of the NPCs are gathered around to have breakfast and plan their day. The only ones not present are Caleb and his son, Bobby, who left at dawn to go hunting.

No matter when they show up, the NPCs will be relieved to see Maddy as they had feared the worst when she and Brian did not return the day before.

As this will be the first time the players have met these NPCs, they should make a **FIRST IMPRESSIONS** check to see how they are perceived. They will get a +2 CMod for having helped Maddy return to them and given the large number of NPCs (and possibly players), the group may choose to make a **GROUP FIRST IMPRESSION** check to streamline the process (see **GROUP CHECKS** on page 10 of the **QUICKSTART**).

If the players are **SUCCESSFUL**, the NPCs will be very grateful to them for bringing Maddy and her kids back safely. William, the leader of Maddy's group, will tell the players that they are more than welcome to rest and stay for dinner that night.

On a **WILD SUCCESS** or **MOMENT OF INSIGHT**, the NPCs are so grateful that they tell the players that they have made the Best Nite Motel their home, and that it still has plenty of rooms available for them if they want a place to stay for a few days.

If they **FAIL**, Maddy will intercede on their behalf and tell William and the others that the group risked their lives to get her and her boys back and insists that the very least she owes them is a meal and a good night's sleep. William will reflect for a moment and then agree with Maddy.

Details of all the NPCs present at the King's Crossroads Mall can be found on pages 34-37.

### FIRST IMPRESSIONS

Characters meeting NPCs for the first time should see how they are being perceived by the NPC by making either an **Influence**, **Inspiration**, **Intimidation**, or **Tactics\*** check and **Fill in the Gaps** as to the specifics of what they are doing.

If multiple characters encounter him at the same time, they should make a **Group First Impression** check.







## PART 4. THE RECKONING

What the players don't know is that Ray and Jackie Connor had been out looking for Maddy when they stumbled upon the body of one (or more) of their dead brothers. They arrived back at the house an hour or so after the players escaped, only to find any additional dead relatives that the players may have killed.

Ray Conner 11112



WP 13 RP 7 DMM 1 DMR 2 INIT 3 ENC 7 PT 3

Hunting 1, Intimidation 2,  
Ranged Weapons 2, Stealth 1, Survival 1

Hunting Knife (2+1d3); Shotgun [6] (5+2d6), Flashlight

Together with any surviving members of his family, Ray intends to get revenge for the intrusion into their territory, as well as the loss of his kin. As Maddy is the only member of the group that Ray is aware of, she is the focal point of his rage and his intended target. Everyone else is secondary to him until she is dead.

Lifelong hunters, the Connor Boys were more than capable of tracking the player group back to the motel – even if Silas hadn't already tortured the details out of Brian about where they were staying.

They will spend some time hidden and observing the players and NPCs at the Motel before making their move, which will be at the next day at dusk.

The Connor Boys know that they are a greater collective threat than the players and NPCs who are at the Crossroads Mall but are cunning enough to adjust their tactics based on the difference in the size of their groups.

The GM should decide when it makes the most sense to

have Ray appear. If the players don't go with Maddy to the Motel, then he will appear behind them just before they go their separate ways, waving his shotgun threateningly to gain control of the situation.

However, if the players accompany Maddy back to her group and accept their offer to stay for dinner, Ray will appear the next day at dusk, just as the group sits down to eat. His only goal will be to kill as many of the men in the group as he can find, and then take any of the women that remain back to the farmhouse.

There are fourteen NPCs who currently call the Best Nite Motel home, including Maddy and her kids. The group has dinner together most nights using the fire-pit in a patio area at the rear of the motel. The area leads into the trees, which is the direction the Connor Boys approach from.

See the map on page 21 for more details.

Jackie Conner 00000



WP 15 RP 9 DMM 3 DMR 2 INIT 2 ENC 9 PT 4

Ranged Weapons 2, Unarmed Combat 2,  
Intimidation 1, Hunting 1, Survival 1

Hunting Knife (2+1d3); Shotgun [6] (5+2d6), Flashlight



Paula Ortiz is cooking rabbit while her husband, Milton, opens tins of soup and heats them up. The group tells the players – who have no food back at their camp – that there is a Costco in the mall that still had some supplies, including palates of tinned food, that they have been surviving on.

Everyone from the NPC group is present is except for Caleb Robertson and his son Bobby, who spent the day hunting and are expected back at any time. The NPCs encourage the players to stay for dinner, even if they decide they want to leave immediately afterwards.

While they are eating, have the players make an **ACUMEN** check with a -3 CMod due to it being night.

If they **FAIL**, tell them they are feeling uneasy but put it down to paranoia and exhaustion. On a **DIRE FAILURE**, they are so caught up with the group conversation that they notice nothing.

On a **SUCCESS**, players will hear something in the forest. On a **WILD SUCCESS** or **MOMENT OF HIGH INSIGHT** they will see a glint of moonlight reflecting off Ray's gun as he approaches them.

Ray and Jack (and any surviving Connor Boys) will approach from multiple directions to flank the group. Ray will fire a shot up into the air to get the group's attention and startle everyone present.

Read or paraphrase the following to the group:

YOU ARE SITTING DOWN TO THE FIRST PROPER MEAL YOU HAVE HAD IN A FEW DAYS. THERE ARE TWO RABBITS COOKING, JUST ENOUGH FOR EVERYONE TO HAVE MORE THAN A FEW BITES, AND SOMEONE IS WARMING UP TINS OF SOUP THAT HAVEN'T EXPIRED YET.

A SHOTGUN BLAST BREAKS THE REVERIE AND BEFORE YOU CAN REACT, YOU REALIZE THAT SEVERAL MEN ARE MOVING TOWARDS YOU AND THAT THERE ARE A NUMBER OF GUNS POINTED AT YOU AND YOUR NEW FRIENDS.

ONE OF THE MEN SHOUTS: "ALL OF YOU! GET ON YOUR KNEES AND PUT YOUR HANDS IN THE AIR!"

IT'S DARK ENOUGH AND THEY FAR ENOUGH AWAY THAT YOU CAN'T SEE THEIR FACES, BUT YOU KNOW WHO IT IS. AND YOU KNOW WHY THEY ARE HERE.

Even though he believes he has the upper hand, Ray wants to assess the situation at close range and the Connors will keep moving in on the group, relentlessly and aggressively shouting orders to keep the group off-balance.

From the NPCs at the campfire, only Mikey and Milton are armed but they are both initially too shocked to do anything that might antagonize the newcomers, unless the players engage first.

Unfortunately for the Connors, Caleb and Bobby are returning at the same time and the sound of the shot will bring them running.

They will appear from behind the Connors, and both have hunting rifles. They will open fire as soon as they have a clear shot at the Connors, particularly if they believe the rest of their family are being threatened.

The GM should decide how and when Caleb and Bobby appear.

Have each player roll for Initiative and the GM should roll for the three groups of NPCs, (Caleb and Bobby, the

Connors, and Maddy's group). See the **GROUP INITIATIVE** sidebar on the previous page for more details.

The Connors are really only looking to punish the group and take their revenge. Although they want to take the women hostage (and possibly one or two tasty looking men to eat), they will have no qualms about killing everyone present.

They will shoot at anyone that points a gun their way, but as they have shotguns then they need to close range to be effective.

The confrontation will only be over when either the Connors or Maddy's group and the PCs **DIE**, **INCAPACITATED**, or surrender.

## WHAT NEXT?

All Players who survive Ray's attack receive 1 CDP (**CHARACTER DEVELOPMENT POINT**) that they should note on their character sheet. This can be used later to increase attributes or learn new skills.

Assuming that at least some of the NPCs survive, they will invite the players to stay with them at the Best Nite Motel. Not only do they have ample space, but they also have access to the supplies in the rest of mall, providing them with a functioning base to operate from. See the **DISTEMPER CORE RULEBOOK** for more details on building a base.

The players may also decide that they wish to take over and work the Connors' farm. It is recently tended and in better shape than many other local farms and could provide them with a source of long-term fresh food.

To the south is Georgetown, where there are still more than 500 people living in and around the town in a loose collective. Although they haven't ventured to the King's Crossroads mall in a while, they consider that to be their territory and will not be happy to find the players and NPCs living there.

The King's Crossroads Mall and the surrounding areas detailed further in the **CROSSROADS CHRONICLES** sourcebook, available in 2024.

## GROUP INITIATIVE

When there are either a large group of NPCs or multiple NPCs engaging in combat, it can get very complex to manage and orchestrate. Whilst that might appeal to some groups, the GM should also feel free to simplify by making a single Initiative roll for each group of NPCs.

All members of that group act during that Initiative slot and it is up to the GM to decide in the moment which order they go in. For example, if there are three players and a group of five NPCs, each player would roll for initiative and then the GM would make a single roll for all five NPCs. If the player scores were 9, 8 and 4 and the NPCs rolled a 7, then two of the players go before all five of the NPCs, who are then followed by the final player.

This means that during the conflict at the King's Crossroads Mall, all players should roll for Initiative and the GM should make one roll for each of the 3 NPC groups present. As there are various elements of surprise at play, the Connors get a +1 CMod for their first initiative check and Caleb and Bobby get a +3 CMod on their first check, as they will approach from behind the Connors.



SALEB & BOBBY



WALL RESIDENTS AND  
PLAYERS

RAY CONNOR



JACKIE CONNOR





PERSONAL INFORMATION									
Name:	David Battersby		Profession:	Farmer					
Age:	62	Weight:	164 lbs	Height: 5' 8" Gender: Male					
Describe yourself in 3 words:		Shrewd, Sullen, Pessimistic							
Complication: Betrayed			Motivation: Revenge						
REASON:	2	ACUMEN:	2	PHYSICALITY:	1	INFLUENCE:	0	DEXTERITY:	0

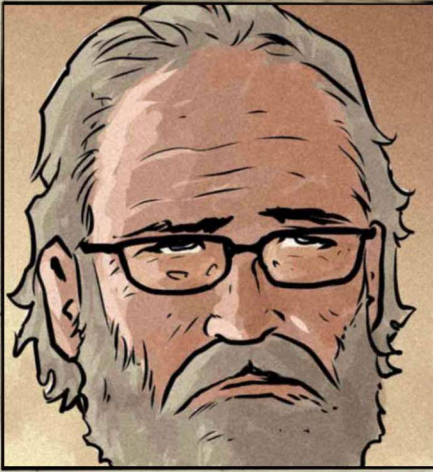
SKILLS (RANK YOURSELF FROM 1-4)		
-3 [Combat] Demolitions* (PHY)	[Knowledge] Farming (ACU)	1 [Innate] Athletics (DEX)
2 [Combat] Melee Combat (PHY)	[Knowledge] General Know. (REA)	[Innate] Hunting (PHY)
[Combat] Ranged Combat (DEX)	-3 [Knowledge] Psychology* (REA)	1 [Innate] Navigation (ACU)
2 [Combat] Unarmed Combat (PHY)	[Knowledge] Research (REA)	1 [Innate] Scavenging (ACU)
2 [Criminal] Lock-Picking* (REA)	-3 [Knowledge] Tactics* (REA)	1 [Innate] Survival (ACU)
2 [Criminal] Sleight of Hand (DEX)	-3 [Mechanic] Armorsmith* (DEX)	[Sway] Animal Handling (INF)
2 [Criminal] Stealth (DEX)	[Mechanic] Tinkerer (DEX)	[Sway] Barter (ACU)
[Medicine] First Aid (REA)	-3 [Mechanic] Vehicle Rep.* (DEX)	[Sway] Entertainment (INF)
-3 [Medicine] Pharmacology* (REA)	-3 [Mechanic] Weaponsmith* (DEX)	[Sway] Inspiration (INF)
-3 [Medicine] Surgery* (REA)		2 [Sway] Intimidation (PHY)
		3 [Sway] Manipulation (INF)

SECONDARY STATS			
Wound Points: 10 + <del>PHY</del> + DEX	DM Melee: - PH   AMod	Initiative: DEX+2 ACU	CDP: 0 1 2 3 4 5 6 7 8 9 10 11 12
Resilience Points: 7 + PHY	DM Ranged: - DE 0 AMod	Encumbrance: 6 -7 PHY	Insight Dice: 0 1 2 3 4 5 6 7 8 9 10
Morality: 3	Panic Threshold: 50% of 3 original RP total (rounded down)	Breaking Point: 3 7 REA + PHY	Rations: 0 1 2 3

WEAPONS AND EQUIPMENT							
Name: Fists	WP: 1d3 + 3	Type: M(R) E S	Range: E(C) M L D	1d3 + PHY + Unarmed Combat Damage			
Type: Sawed-Off Shotgun	Type: M(R) E S	Range: E(C) M L D	Clip: N/A	Notes:			
WP: 2 +2D6	RP: 5(50%00%	Enc: 1	Cond: P(U) W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Type:	Type: M R E S	Range: E C M L D	Clip:	Notes:			
WP:	RP: 50/100%	Enc:	Cond: P U W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Equipment:	Enc:	Cond: P U W D B	Notes:				
Equipment:	Enc:	Cond: P U W D B	Notes:				
Armor:	Enc:	DM:	Cond: P U W D B	Armor:	Enc:	DM:	Cond: P U W D B



## BACKGROUND INFORMATION & NOTES



David Battersby is a third-generation farmer who, along with his wife, Jenny, has spent most his life studying agriculture and tending crops on a farm close to the Maryland and Delaware border.

Always quick to adopt new methods and innovations in farming as well as modern equipment, David was nonetheless a traditionalist and still kept a good number of working animals on the farm. During the outbreak, David and Jenny began to take in acquaintances and friends, putting them to work on the farm in return for shelter, slowly attempting to build their own community of survivors.

It went well for a while, everyone got along and the farm prospered.

And then strangers turned up with guns and wanted the farm.

David stood up to them and, for a minute, it looked like they were leaving them alone. But then they came back in greater numbers, killing Jenny and several of the others and seizing the farm as their own.

David and a few of his companions were able to escape and have been on the move for the last few days. He is lost in grief and anger and is blindly following the group as they head towards the coast.

He is driven by one thought at this point - he has spent his life working on his farm and even if he has to give his life to get the farm back, he's not going to stop until he's killed the men that killed his wife.

## RELATIONSHIPS

Name:

Relationship Modifier:

Name:

Relationship Modifier:

Carly McIntyre (Niece)

+2

## ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

Incidental Equipment:

Survival Equipment: Tent & Sleeping Bag



PERSONAL INFORMATION				
Name: Carly McIntyre		Profession: Trail Guide		
Age: 29	Weight: 139 lbs	Height: 5' 5"	Gender: Female	
Describe yourself in 3 words:		Sarcastic, Confident, Strong		
Complication: Family Obligation		Motivation: Find Safety		
REASON: 0	ACUMEN: 2	PHYSICALITY: 2	INFLUENCE: 0	DEXTERITY: 1

SKILLS (RANK YOURSELF FROM 1-4)		
-3 [Combat] Demolitions* (PHY)	1 [Knowledge] Farming (ACU)	2 [Innate] Athletics (DEX)
1 [Combat] Melee Combat (PHY)	[Knowledge] General Know. (REA)	3 [Innate] Hunting (PHY)
1 [Combat] Ranged Combat (DEX)	-3 [Knowledge] Psychology* (REA)	3 [Innate] Navigation (ACU)
[Combat] Unarmed Combat (PHY)	[Knowledge] Research (REA)	2 [Innate] Scavenging (ACU)
-3 [Criminal] Lock-Picking* (REA)	-3 [Knowledge] Tactics* (REA)	3 [Innate] Survival (ACU)
[Criminal] Sleight of Hand (DEX)	-3 [Mechanic] Armorsmith* (DEX)	[Sway] Animal Handling (INF)
2 [Criminal] Stealth (DEX)	[Mechanic] Tinkerer (DEX)	1 [Sway] Barter (ACU)
1 [Medicine] First Aid (REA)	-3 [Mechanic] Vehicle Rep.* (DEX)	[Sway] Entertainment (INF)
-3 [Medicine] Pharmacology* (REA)	-3 [Mechanic] Weaponsmith* (DEX)	[Sway] Inspiration (INF)
-3 [Medicine] Surgery* (REA)		[Sway] Intimidation (PHY)
		[Sway] Manipulation (INF)

SECONDARY STATS			
Wound Points: 10 + 13 + DEX	DM Melee: - PF 2 AMod	Initiative: DEX + 3 ACU	CDP: 0 1 2 3 4 5 6 7 8 9 10 11 12
Resilience Points: 8 + PHY	DM Ranged: - DE 1 AMod	Encumbrance: 6 8 PHY	Insight Dice: 0 1 2 3 4 5 6 7 8 9 10
Morality: 3	Panic Threshold: 50% of original RP total (rounded down) 4	Breaking Point: 3 5 REA + PHY	Rations: 0 1 2 3

WEAPONS AND EQUIPMENT							
Name: Fists	WP: 1d3 + 2	Type: (M) R E S	Range: (E) C M L D	1d3 + PHY + Unarmed Combat Damage			
Type: Makeshift Club	Type: (M) R E S	Range: (E) C M L D	Clip:	Notes:			
WP: 3+1D3	RP: 5/100%	Enc: 1	Cond: P (U) W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Type:	Type: M R E S	Range: E C M L D	Clip:	Notes:			
WP:	RP: 50/100%	Enc:	Cond: P U W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Equipment:	Enc:	Cond: P U W D B	Notes:				
Equipment:	Enc:	Cond: P U W D B	Notes:				
Armor:	Enc:	DM:	Cond: P U W D B	Armor:	Enc:	DM:	Cond: P U W D B



## BACKGROUND INFORMATION & NOTES



Born in Delaware, Carly moved to Montana with her mother after her parents divorced and split her time between the states. Carly has yet to meet a backwood or mountain she didn't fall in love with and has spent the last few years as a trail guide in various parts of the US.

Early on in the pandemic, she returned to Delaware when her father got sick but soon found herself unable to leave and with no where to really go back to. Her father's sister lived nearby on a farm, and Carly found herself spending an increasing amount of time with her Aunt Jenny and Uncle David.

When the food riots started, Carly moved out to the farm to live with them and has been there for the best part of the last year.

She was away with her uncle when the strangers with guns arrived and even had she been there, she knows she wouldn't have been able to save her aunt, she just would have died alongside her. Although she has experienced as much death as anyone, seeing her aunts mangled corpse had a profound affect on Carly and although she would like revenge, mostly she wants to just feel safe again.

Not that anything in this new world feels safe anymore.

## RELATIONSHIPS

Name:

Relationship Modifier:

Name:

Relationship Modifier:

David Battersby (Uncle)

+2

## ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

Incidental Equipment:

Survival Equipment: Tent & Sleeping Bag



PERSONAL INFORMATION				
Name:	Morgan Lieu		Profession:	Vet Technician
Age:	31	Weight:	119 lbs	Height: 5' 2"
		Gender:	Female	
Describe yourself in 3 words:		Angry, Suspicious, Insular		
Complication:		Loss		
Motivation:		Find Safety		
REASON:	2	ACUMEN:	2	PHYSICALITY:
			0	INFLUENCE:
			0	DEXTERITY:
				1

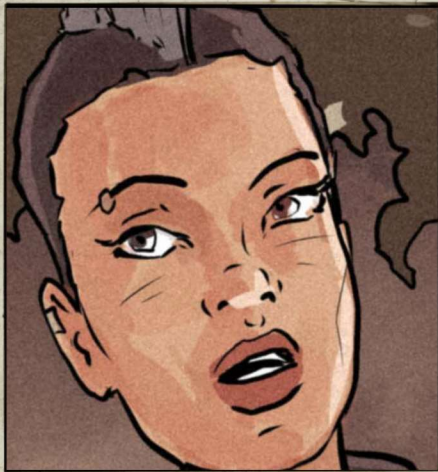
SKILLS (RANK YOURSELF FROM 1-4)		
-3 [Combat] Demolitions* (PHY)	1 [Knowledge] Farming (ACU)	2 [Innate] Athletics (DEX)
___ [Combat] Melee Combat (PHY)	1 [Knowledge] General Know. (REA)	___ [Innate] Hunting (PHY)
___ [Combat] Ranged Combat (DEX)	-3 [Knowledge] Psychology* (REA)	1 [Innate] Navigation (ACU)
___ [Combat] Unarmed Combat (PHY)	1 [Knowledge] Research (REA)	1 [Innate] Scavenging (ACU)
-3 [Criminal] Lock-Picking* (REA)	-3 [Knowledge] Tactics* (REA)	2 [Innate] Survival (ACU)
1 [Criminal] Sleight of Hand (DEX)	-3 [Mechanic] Armorsmith* (DEX)	2 [Sway] Animal Handling (INF)
1 [Criminal] Stealth (DEX)	___ [Mechanic] Tinkerer (DEX)	___ [Sway] Barter (ACU)
2 [Medicine] First Aid (REA)	-3 [Mechanic] Vehicle Rep.* (DEX)	___ [Sway] Entertainment (INF)
2 [Medicine] Pharmacology* (REA)	-3 [Mechanic] Weaponsmith* (DEX)	___ [Sway] Inspiration (INF)
-b [Medicine] Surgery* (REA)		___ [Sway] Intimidation (PHY)
		2 [Sway] Manipulation (INF)

SECONDARY STATS			
Wound Points: 10 + 12 + DEX	DM Melee: - PH   AMod	Initiative: DEX+3 ACU	CDP: 0 1 2 3 4 5 6 7 8 9 10 11 12
Resilience Points: 7 + PHY	DM Ranged: - DE   AMod	Encumbrance: 6 -7 PHY	Insight Dice: 0 1 2 3 4 5 6 7 8 9 10
Morality: 3	Panic Threshold: 50% of 3 original RP total (rounded down)	Breaking Point: 3 5 REA + PHY	Rations: 0 1 2 3

WEAPONS AND EQUIPMENT							
Name: Fists	WP: 1d3	Type: (M) R E S	Range: (E) C M L D	1d3 + PHY + Unarmed Combat Damage			
Type: Baseball Bat	Type: (M) R E S	Range: (E) C M L D	Clip: N/A	Notes:			
WP: 4+1D6	RP: 5/100%0%	Enc: 1	Cond: P (U) W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Type:	Type: M R E S	Range: E C M L D	Clip:	Notes:			
WP:	RP: 50/100%	Enc:	Cond: P U W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Equipment:	Enc:	Cond: P U W D B	Notes:				
Equipment:	Enc:	Cond: P U W D B	Notes:				
Armor:	Enc:	DM:	Cond: P U W D B	Armor:	Enc:	DM:	Cond: P U W D B



## BACKGROUND INFORMATION & NOTES



Raised in Philadelphia, Morgan was an inquisitive, precocious and insightful child who loved animals, usually more than she liked people. Learning to ride horses at an early age, she knew from then that she wanted to work with animals.

Although she knew she didn't have the means or desire to become a vet, she studied to become a veterinary technician at a local community college and took a job a veterinarian practice in Denton, Delaware that specialized in farm animals.

Morgan spent the next decade helping local farmers care for their animals, riding the horses she cared for as often as the farmers would allow. Living in the country suited Morgan's temperament, and she spent her spare time restoring old furniture and curiosities she found. In addition to letting her ride his horses, one of the local farmers, David, also taught her to shoot.

David took Morgan in as the pandemic raged - along with several other waifs and strays - and put them to work on his farm. Things started to feel strangely normal as the weeks turned to months, and having food certainly helped.

Until strangers turned up with guns, killing David's wife and several of the others, driving the remaining few out. Now Morgan just wants to find somewhere she can feel safe again, even if that seems like an impossible dream.

## RELATIONSHIPS

Name:

Relationship Modifier:

Name:

Relationship Modifier:

## ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

Incidental Equipment: Map of area

Survival Equipment: Tent & Sleeping Bag



PERSONAL INFORMATION				
Name:	Marv Calhoun		Profession:	Handyman
Age:	36	Weight:	174 lbs	Height: 5' 11" Gender: Male
Describe yourself in 3 words:		Sarcastic, Bold, and Observant		
Complication:		Addiction		Motivation: Hedonism
REASON:	1	ACUMEN:	2	PHYSICALITY:
				1
				0
				1

SKILLS (RANK YOURSELF FROM 1-4)		
-1 [Combat] Demolitions* (PHY)	[Knowledge] Farming (ACU)	1 [Innate] Athletics (DEX)
2 [Combat] Melee Combat (PHY)	1 [Knowledge] General Know. (REA)	[Innate] Hunting (PHY)
[Combat] Ranged Combat (DEX)	-3 [Knowledge] Psychology* (REA)	[Innate] Navigation (ACU)
2 [Combat] Unarmed Combat (PHY)	[Knowledge] Research (REA)	1 [Innate] Scavenging (ACU)
-1 [Criminal] Lock-Picking* (REA)	-3 [Knowledge] Tactics* (REA)	1 [Innate] Survival (ACU)
2 [Criminal] Sleight of Hand (DEX)	-3 [Mechanic] Armorsmith* (DEX)	[Sway] Animal Handling (INF)
[Criminal] Stealth (DEX)	2 [Mechanic] Tinkerer (DEX)	1 [Sway] Barter (ACU)
[Medicine] First Aid (REA)	2 [Mechanic] Vehicle Rep.* (DEX)	[Sway] Entertainment (INF)
-3 [Medicine] Pharmacology* (REA)	-3 [Mechanic] Weaponsmith* (DEX)	[Sway] Inspiration (INF)
-3 [Medicine] Surgery* (REA)		1 [Sway] Intimidation (PHY)
		2 [Sway] Manipulation (INF)

SECONDARY STATS			
Wound Points: 10 + 12 + DEX	DM Melee: - PH   AMod	Initiative: DEX + 3 ACU	CDP: 0 1 2 3 4 5 6 7 8 9 10 11 12
Resilience Points: 7 + PHY	DM Ranged: - DE   AMod	Encumbrance: 6 - 7 PHY	Insight Dice: 0 1 2 3 4 5 6 7 8 9 10
Morality: 3	Panic Threshold: 50% of 3 original RP total (rounded down)	Breaking Point: 3 5 REA + PHY	Rations: 0 1 2 3

WEAPONS AND EQUIPMENT							
Name: Fists	WP: 1d3 + 3	Type: (M) R E S	Range: (E) C M L D	1d3 + PHY + Unarmed Combat Damage			
Type: Baseball Bat	Type: (M) R E S	Range: (E) C M L D	Clip: N/A	Notes:			
WP: 4 + D6	RP: 50/100%	Enc: 1	Cond: P (U) W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Type:	Type: M R E S	Range: E C M L D	Clip:	Notes:			
WP:	RP: 50/100%	Enc:	Cond: P U W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11			
Equipment:	Enc:	Cond: P U W D B	Notes:				
Equipment:	Enc:	Cond: P U W D B	Notes:				
Armor:	Enc:	DM:	Cond: P U W D B	Armor:	Enc:	DM:	Cond: P U W D B



## BACKGROUND INFORMATION & NOTES



Raised first by his abusive uncle and aunt and later by the state, Marvin has spent a large chunk of his life drifting in and out of institutions of various sorts. This was partially driven by his ongoing struggle with cocaine and alcohol but also by his short temper and quick fists.

The only thing that has ever interested him were cars - specifically, very fast cars with powerful engines - and when Marv wasn't doing a stint somewhere for breaking & entering, he was stealing fast cars and seemingly just lining up his next prison sentence. Somewhere along the way he learned how to bypass alarms and crack into safe which landed him bigger sentences.

Paroled from the Sussex Correctional Institution just months before the outbreak of the virus, Marv had found work helping David Battersby on his farm as a handyman, putting his mechanics skills to good use and was one of the first to move to the farm as things started to deteriorate.

He has found himself feeling somewhat protective of Battersby, particularly in light of the murder of his wife, Jenny.

Marv is prepared to help him get the farm back - if they can find more guns and people willing to use them. Battersby relies on Marv but worries about his continual drinking to excess.

Although there is no cocaine for him to get his hands on, there is no shortage of alcohol in the surrounding towns and Marv has made more than one trip without telling anyone, just to resupply.

## RELATIONSHIPS

Name:

Relationship Modifier:

Name:

Relationship Modifier:

David Battersby (Friend)

+1

## ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

Incidental Equipment:

Survival Equipment: Tent & Sleeping Bag



PERSONAL INFORMATION				
Name:	Victor Williams		Profession:	Las Vegas Cop
Age:	39	Weight:	187 lbs	Height: 6' 1" Gender: Male
Describe yourself in 3 words:		Brave, Loyalty, Quiet		
Complication:		Code of Honor		Motivation: Protect
REASON:	0	ACUMEN:	1	PHYSICALITY: 2 INFLUENCE: 1 DEXTERITY: 1

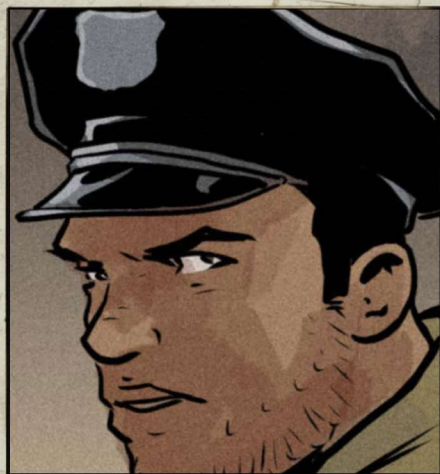
SKILLS (RANK YOURSELF FROM 1-4)		
-3 [Combat] Demolitions* (PHY)	[Knowledge] Farming (ACU)	[Innate] Athletics (DEX)
[Combat] Melee Combat (PHY)	[Knowledge] General Know. (REA)	[Innate] Hunting (PHY)
[Combat] Ranged Combat (DEX)	-3 [Knowledge] Psychology* (REA)	[Innate] Navigation (ACU)
[Combat] Unarmed Combat (PHY)	[Knowledge] Research (REA)	[Innate] Scavenging (ACU)
-3 [Criminal] Lock-Picking* (REA)	-3 [Knowledge] Tactics* (REA)	[Innate] Survival (ACU)
[Criminal] Sleight of Hand (DEX)	-3 [Mechanic] Armorsmith* (DEX)	[Sway] Animal Handling (INF)
[Criminal] Stealth (DEX)	[Mechanic] Tinkerer (DEX)	[Sway] Barter (ACU)
[Medicine] First Aid (REA)	-3 [Mechanic] Vehicle Rep.* (DEX)	[Sway] Entertainment (INF)
-3 [Medicine] Pharmacology* (REA)	-3 [Mechanic] Weaponsmith* (DEX)	[Sway] Inspiration (INF)
-3 [Medicine] Surgery* (REA)		[Sway] Intimidation (PHY)
		[Sway] Manipulation (INF)

SECONDARY STATS			
Wound Points: 10 + 13 + DEX	DM Melee: - PF2 AMod	Initiative: DEX+2 ACU	CDP: 0 1 2 3 4 5 6 7 8 9 10 11 12
Resilience Points: 8 + PHY	DM Ranged: - DE1 AMod	Encumbrance: 6 8 PHY	Insight Dice: 0 1 2 3 4 5 6 7 8 9 10
Morality: 3	Panic Threshold: 50% of original RP total (rounded down) 4	Breaking Point: 3 4 REA + PHY 0 1 2 3 4 5 6 7 8 9 10	Rations: 0 1 2 3

WEAPONS AND EQUIPMENT						
Name: Fists	WP: 1d3+ 3	Type: (M) R E S	Range: (E) C M L D	1d3 + PHY + Unarmed Combat Damage		
Type: Tactical Baton	Type: (M) R E S	Range: (E) C M L D	Clip: N/A	Notes:		
WP: 4 + 2D3	RP: 5(100%0%)	Enc: 1	Cond: P (U) W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11		
Type: Hunting Knife	Type: M (R) E S	Range: E (C) M L D	Clip: 1	Notes:		
WP: 2 + 2d3	RP: 5(50%0%)	Enc: 0	Cond: P (U) W D B	Ammo: 0 1 2 3 4 5 6 7 8 9 10 11		
Equipment: Compass	Enc: 0	Cond: P (U) W D B	Notes: +1 Navigation to checks			
Equipment:	Enc:	Cond: P U W D B	Notes:			
Armor:	Enc:	DM:	Cond: P U W D B	Armor:	Enc:	DM: Cond: P U W D B



## BACKGROUND INFORMATION & NOTES



Victor ended up living in Las Vegas with a high-school buddy after a short stint in the Air Force. Seeing few opportunities ahead of him, Victor joined the Las Vegas Metropolitan Police Department and, after several years of street patrol, he was assigned to McCarran airport where he worked for more than a decade.

When the virus wiped out the city in the desert, Victor decided to drive out east and be with his brother in Maryland. However, his brother was dead by the time he arrived and Victor had nothing left to go back to. Even if he did, his car had died and since then, Victor has been moving east to the coast, and just ran into a group of like-minded travelers.

Although tattered, Victor still wears what remains of his uniform. This is partially to remind himself of who he was and who he believes himself to be, but also partially for the effect it has on others. There is occasional mistrust but in this world with no rules, he has found a surprising number of people looking to him for help and with an expectation that he is still duty bound to help them.

## RELATIONSHIPS

Name:

Relationship Modifier:

Name:

Relationship Modifier:

## ADDITIONAL EQUIPMENT & MISCELLANEOUS NOTES

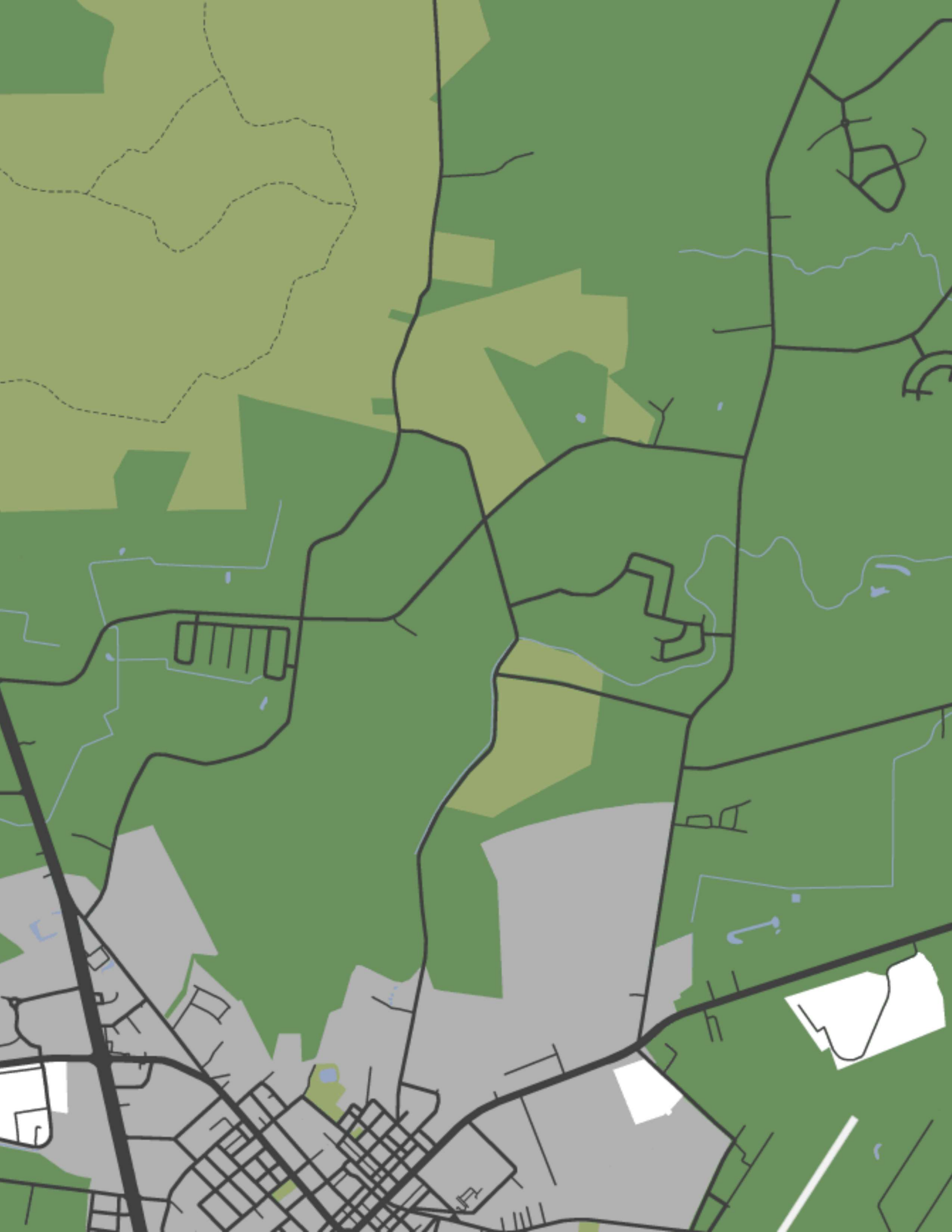
Incidental Equipment:

Survival Equipment: Tent & Sleeping Bag



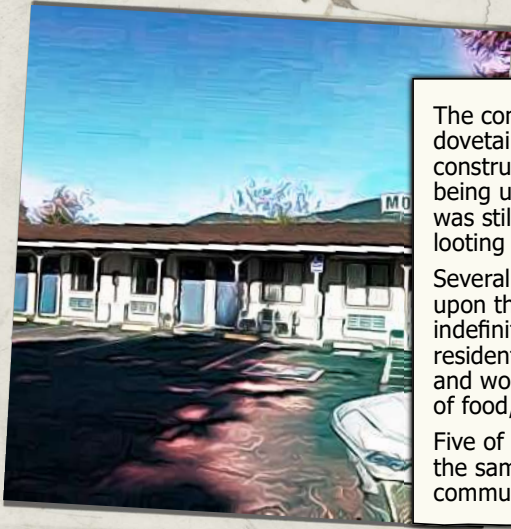








# KING'S CROSSROADS MALL



**THE BEST NITE MOTEL,  
KING'S CROSSROADS  
MALL, DELAWARE**

The competition of much of the work at the King's Crossroads Mall had been dovetailed into the start of the pandemic, which forced the cessation of construction. Many incomplete structures remain, along with the tools that were being used to build them and, due to its out of the way location and the fact that it was still relatively new, the Mall had remained largely untouched by the riots and looting that had followed the outbreak. Many building still contain supplies.

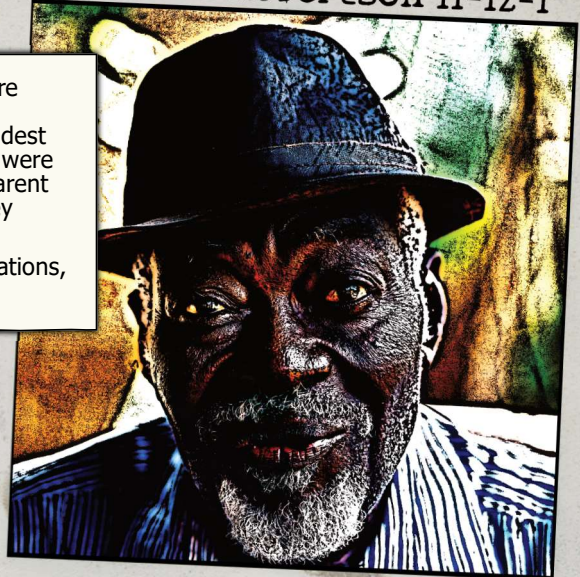
Several weeks before the start of the encounter, a group of NPCs had stumbled upon the mall and, seeing the amount of supplies still available, decided to stay indefinitely (at least until the food runs out). There are currently fourteen residents, a mixture of families and strangers who, so far, have been getting along and working well together. This has been made much easier with a decent supply of food, which they believe will last them for a few weeks more at least.

Five of them - William Robertson, Caleb, Carol, Bobby & Jemmy - are members of the same family and have unintentionally become the nucleus of this nascent community.

Born and raised in Denton, DE, William took over his grandfather's hardware store almost immediately after graduating from high school and never left. During the pandemic, he had holed-up along with his surviving family (which included his eldest son, his daughter-in-law, and their two children) for as long as they could. They were hoping to wait things out and let society return to normal but, as it became apparent that things would never return to normal, and as their food supplies ran low, they started moving east to the coast in the hope of finding a regular supply of food.

William still wants to believe there is good in people and, despite his son's frustrations, broadcasts regularly on his ham radio trying to reach other survivors.

**William Robertson 11-12-1**



**WP 8 RP 5 DMM -1 DMR -1 INIT 0 ENC 5 PT 2**

Barter 1, General Knowledge 1,  
Inspiration 1, Manipulation 1, Tinkerer 1

**Light Pistol [9] (3+1d6); Walkie-Talkie**

**Caleb Robertson 10001**



**WP 11 RP 6 DMM 0 DMR 1 INIT 1 ENC 6 PT**

Tinkerer 1, Ranged Combat 1,  
Hunting 1, Survival 1, Scavenging 1

**Hunting Rifle [11] (5+1d6) Hunting Knife (2+2d3)  
Hunting Traps [3] Flashlight**

Although he hadn't gone to work at the store like his dad wanted, Caleb had stayed in Delaware, in close by Milford. As things began to deteriorate, Caleb and his family went to stay with his dad in Denton, knowing there were several years' worth of emergency rations at the store. Although they moved some to William's home, they didn't move enough and during the food riots, everything they hadn't already relocated was either looted, stolen or burned.

What they had kept them going for many months but it finally ran out and they made the decision to move East to find a food supply. Now all Caleb cares about is feeding his family and keeping them safe. Unlike his father who still wants to believe there is good in people, Caleb has become wary of all strangers.



High-strung even before the pandemic, watching society unravel created a deep and abiding anxiety within Carol, who believes these to be the biblical end times. This shows itself in her constant worrying and fussing over her children and having a short temper with everyone else. Although he has saved her life countless times, she finds herself increasingly resentful of her husband for not finding them a safer place than this mall and a regular supply of food.

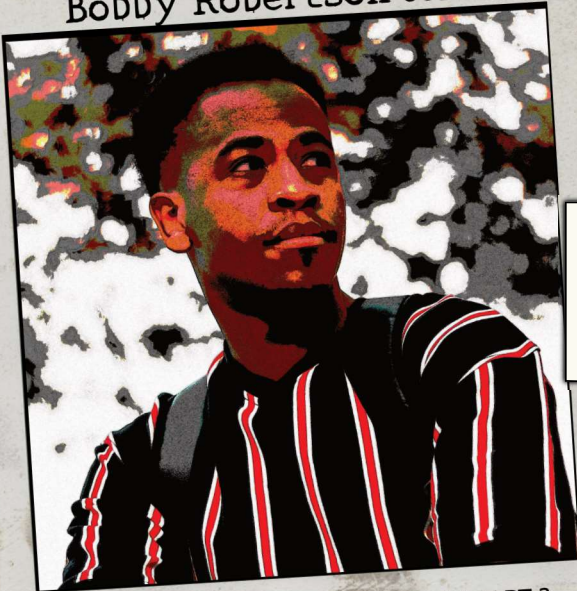
Since finding the Best Nite motel, she sleeps much of each day away, dreaming of the life before.

Carol Robertson 000101



**WP 10 RP 6 DMM 0 DMR 0 INIT 0 ENC 6 PT 3**  
Inspiration 1, Manipulation 1, Pharmacology\* 1

Bobby Robertson 00101



**WP 12 RP 7 DMM 1 DMR 1 INIT 1 ENC 7 PT 3**  
Athletics 1, Hunting 1,  
Ranged Combat 1, Survival 1  
**Hunting Rifle (5+1d6); Hunting Traps [1] Flashlight**

Bobby wishes he was still in high-school playing football and dating Annie Holland, but he isn't. He's trying to help his dad keep the family together, grounded, fed, and safe. Almost 18, Bobby seems much older and wiser than his years, and has inherited his father's sense of mistrust. Even though she is really his best friend, he bickers endlessly with his younger sister, Jemmy.

Jemmy Robertson 00010



**WP 10 RP 6 DMM -1 DMR -1 INIT 0 ENC 6 PT 3**  
Athletics 1, Entertainment 1, Stealth 1  
**Flashlight**

At 15, Jemmy is bright and brilliant but like her mother, she has suffered with anxiety for her whole life. This situation is not helped by all her friends being dead and her life shattered. Music was her one release but, without a piano to practice on, she taps her fingers constantly, practicing scales with no instrument to ensure she retains the muscle memory she spent so long building. Even though her father has trained her in how to use guns, she hates them and still won't carry one, no matter how much she is nagged. The only thing stopping her from completely losing her mind is her brother, Bobby, even if they fight like cat and dog.

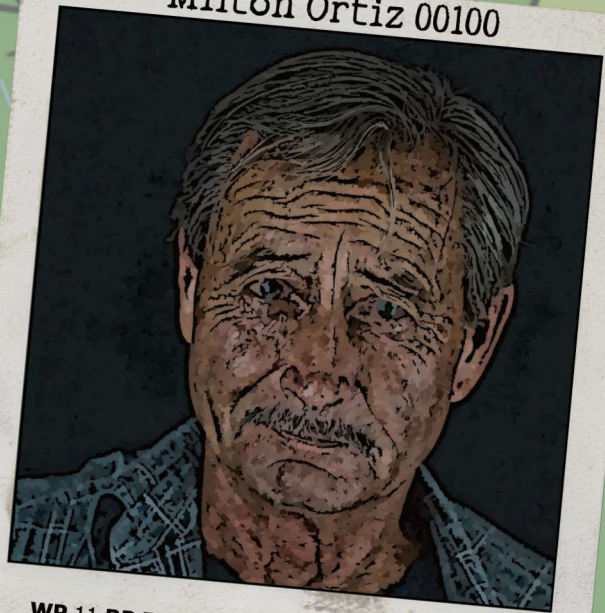


Paula Ortiz 0000



**WP 10 RP 6 DMM 0 DMR 0 INIT 0 ENC 6 PT 3**  
 First Aid 1, Scavenging 1  
**Bible**

Milton Ortiz 00100



**WP 11 RP 7 DMM 1 DMR 0 INIT 0 ENC 7 PT 3**  
 Ranged Combat 1, Scavenging 1  
**Hunting Rifle (5+1d6); Hunting Traps [1] Flashlight**

Paula and Milton Ortiz relocated from New Mexico to Delaware for Milton's job just before the pandemic devastated society. As the situation deteriorated, they briefly considered trying to get back to Albuquerque but soon found themselves having to focus on the more immediate concerns of finding food and water.

They had been part of a small group of like-minded survivors from their church who were attempting to farm the land that the church was on and unite the community. However, over weeks and months, the fringe elements of the church had come to the fore and, sensing Paula & Milton's unease, they were driven from the commune. They had met the Robertson's on the road and been traveling east together for the last few weeks before stumbling into the mall.

Nick Manson 00010



**WP 10 RP 6 DMM 0 DMR 0 INIT 0 ENC 6 PT 3**  
 Inspiration 2, Research 1, Manipulation 1  
**Bible**

A pastor in the same church as Paula & Milton, Nick had been driven from the commune when he tried to stand up for them and prevent their expulsion. Eternally optimistic, Nick believes God will provide for them and show them the way to safety. Nothing that has happened in the last few weeks has supported that but he continues to believe it anyway.

Nick always has his bible with him and is happy to quote scripture at every and any opportunity.



Even though they didn't know it at the time, Eric and his long-time boyfriend had got engaged the same day the first death from the Dog Flu was announced.

An EMT for almost a decade, Eric has found his skills have been in demand since the virus, even without any tools or drugs to work with.

Macy and her family had lived in the apartment below Eric for many years, since she was a little girl and he feels responsible for her safety.

Eric Rose 10100

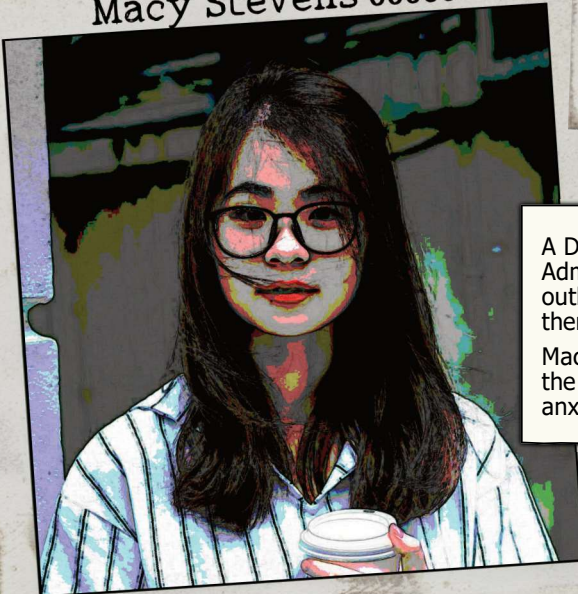


**WP 11 RP 7 DMM 1 DMR 0 INIT 0 ENC 7 PT 3**

First Aid 1, Pharmacology\* 1

**Light Pistol (3+1d6); First Aid Kit**

Macy Stevens 00000



**WP 8 RP 5 DMM -1 DMR -1 INIT 0 ENC 5 PT 2**

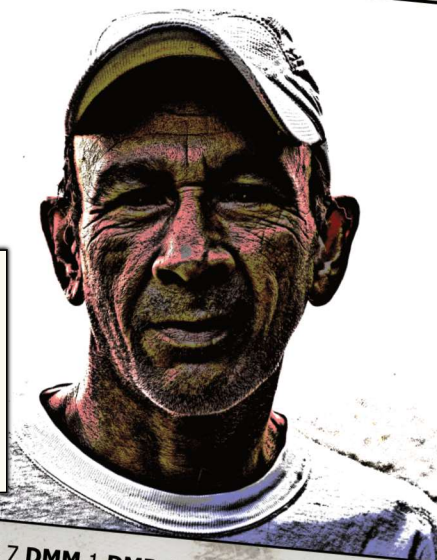
General Knowledge 1

**Walkie-Talkie**

A Delaware native, Macy had been studying Business Administration at Wilmington University when the outbreak happened. Given all she has been through since then, it already seems a lifetime away.

Macy has known Eric since she was a little girl and he is the closest thing she now has to family and becomes anxious when they are separated.

Mikey Doyle 00101



**WP 12 RP 7 DMM 1 DMR 1 INIT 1 ENC 1 PT 7 BP 3**

Lock-Picking\* 1, Ranged Combat 1,  
Unarmed Combat 1, Stealth 1, Sleight of Hand 1

**Light Pistol (3+1d6); First Aid Kit**

Although he hasn't told his companions anything about it, Mikey has spent as much of his life in prison as he has on the outside. A professional safe-cracker, he prides himself on being able to get into anything, anywhere, which has come in handy many times since the outbreak.

Despite his past, Mikey is not a malevolent or violent man. Unless he has to be.



# DISTEMPER



# CHASED

TRUST NO ONE.  
DON'T STOP MOVING.  
DON'T CLOSE YOUR EYES.  
DON'T LET THEM CATCH YOU SLIPPING.  
THE BIGGEST THREAT IS OTHER PEOPLE.

**CHASED** is an encounter designed to introduce a Game Moderator and a group of 2-5 players to **DISTEMPER**, a post-apocalyptic roleplaying game set a year after 80% of humanity has been wiped out by a deadly mutation of 'canine distemper', transmitted to us by Man's Best Friend.

Players will take on the role of survivors moving towards the coast who stumble upon a woman being chased through the woods. They will have to make a split-second decision about what they are going to do, and no matter if they decide to help or walk on by, they are about to be reminded that, in this dark new world, consequences have actions.



**TONY BUSHELL**



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