**ZnZ – Player’s Guide**

**The Player Character**

Each player is represented by a character in the game. Each character has Stats, Attributes, Abilities, and can carry a variety of Items and Weapons to aid them in survival.

**Death in this game is permanent.** If a player dies, their character is gone.  **Getting bitten by the infected causes the player to be infected and eventually die**. **There is no immunity.**

**Gambit Roll System**

ZnZ uses a **Gambit System** where players must roll against a challenge level and gamble resources to make their roll succeed. Rolls are mostly done with a D10 dice. For every important action that might fail, a ZM determines a Challenge level. To succeed with their action, the players must **match or exceed** this challenge roll. Prior to a player making a roll, the ZM will tell them how hard their task is, indicating a rough range of what they need to roll to succeed.

* **Easy:** 1 - 3
* **Medium:** 4 - 6
* **Hard**: 7 - 9
* **Almost impossible:** 10
* **If the number goes above 10:** Add Impossible at the end of the word. Example: Easily Impossible will be 11 – 13.

**Prior to rolling**, players can decide to spend additional resources to improve their roll, if applicable. For example, they can choose to expend more rounds of ammo when shooting at a target. These resources give a bonus to roll. **The player must determine how much resources to spend prior to making the roll**. Then, the player will roll a **D10** and add up their bonuses. Not all actions allow additional resources to be spent. Players should ask if they can spend additional resources and what resources those are.

If the player rolls a natural 10, it is a **critical success** and the action will succeed spectacularly. If the player declared additional resources, they are not spent and the player keeps it. If the player rolls a natural 1, it is a **critical fail** and the action fails spectacularly. Any additional resources are still spent.

If the player is not happy with the result of the action, they can choose to go **All-In**. If there is a way that makes sense for the action to succeed narratively, the ZM can allow your action to succeed but at a very exorbitant cost to the player, such as the player taking damage, expending all ammo, or even losing XP points. The ZM will let the player know these costs, and the player can choose to accept them or not. It is always up to the player to **ask to go All-In**. The ZM can always refuse an All-In if it doesn’t make sense narratively.

**Attributes**

Attributes represent physical and mental characteristics of the player. During character creation, players sets points to put into an attribute and then get a **bonus** or **penalty**, which is added onto the roll. For example, a player attempts to lift a heavy object – for their roll, they add their **Strength** attribute bonus to the roll, which is +2, and the roll will be D10 + 2.

The base points for each attribute is **3 which represents an average human ability** in that attribute. Every point above 3 confers a +1 bonus on rolls of that attribute and every point below 3 confers a -1 penalty. For example, a score of 2 gives a -1 penalty and a score of 5 gives a +2 bonus.

* **Intelligence** – A character’s ability to learn and know pieces of knowledge. Determines how fast a player gains EXP points.
* **Strength** – A character’s physical strength. Affects melee damage and holding zombies back during **Grappling** (See Combat).
* **Dexterity** – A character’s speed, initiative, and ability to dodge.
* **Empathy –** A character’s ability to communicate with NPCs and their interpersonal skills.
* **Awareness** – affects senses and perception, and their ability to scout or sneak.
* **Tenacity** – A character’s mental fortitude and pain resistance. Determines Maximum Sanity.
* **Health** – Constitution of the character. Determines Max Health and Max Energy.

**Stats**

Stats track the current physical and mental status of a player. They are often spent as resources.

* **Health**: Represents the player’s physical health. If a player takes damage, their health decreases. When their health dips below half of their maximum, they begin experiencing **adverse physical effects**. If reduced to 0, they are killed.
* **Sanity**: Represents the player’s mental composure. Traumatic events and stress reduce sanity. If reduced to 0 sanity, the character has a **mental breakdown** and can no longer voluntarily make any rolls. In addition, during combat, they can only randomly make one of three actions (D3).
  + **Fight –** Fly into a frenzy where they suicidally attack the nearest enemy.
  + **Flight –** Run away from all enemies without regard to the environment.
  + **Freeze –** Completely freeze up and not move or do any actions.

Other players can calm a player going through a mental breakdown through an empathy roll and restore them to 1 sanity. If it fails, they must wait before attempting it again.

* **Energy:** Represents the player’s ability to do physical actions. If players does strenuous activities such as running, climbing, or melee fighting, they must expend energy to do so. If a player is reduced to 0 energy, they become **lethargic**. Rolls are reduced by half (D5), the player can no longer make critical successes, and additional energy usage consumes Health instead of energy.
* **EXP**: This is used to enable character growth and the learning of new abilities and skills. Players obtain EXP for completing certain tasks, encounters, or accomplishing things. Players can use EXP to buy upgrades to their character’s characteristics.
  + **Add 1 Proficiency Point** **or 1 Attribute Point**– 10 EXP
  + **Learn a new Skill** – 20 EXP
  + **Learn a new Ability** – 30 EXP

**Restoring Stats and Daily Maintenance.**

You can use medkits or medicine to restore health. You can use food supplies to restore energy. Sanity can be restored by sleeping or using items such as alcohol. Every hour of sleep restores 1 sanity and a player can sleep at most 8 hours in a day.

You must consume food and sleep each day. If you do not eat for a day, reduce energy by a third of your maximum. If you do not sleep, reduce sanity by a third of your maximum.

**Proficiencies**

Your character can be proficient in a specific activity. When you attempt any action around that activity, you can add any proficiency bonus or penalties that your character has. Proficiencies generally indicate that the activity is an action that any character can do, but your character excels at it.

**Skills**

Skills are specialized activities that require background knowledge or training prior to attempting it. This means that a character **cannot** **attempt** this skill unless they have some level of training in it. The general rule is you need at least a “+1” in the skill before you can even attempt it.

**Abilities**

Characters have unique abilities that they can use to aid in their survival. These abilities might give them an edge in combat or give them an additional action they are able to take. Players should leverage these abilities as much as they can to give them an edge.

Players start with 1 ability. They can obtain another by agreeing to take on an additional Flaw.

**Flaws**

Each character comes with a flaw. These flaws tend to lead the character into trouble or cause issues. Some of these flaws also force players to complete a “quest” of sorts. For example, a sickly person may require special medicine that they must seek out. The player must complete this quest or they suffer a significant punishment.

Players do not choose flaws. They are randomized.

**Combat Guide**

At the start of the session, players should roll initiative. Initiative is determined at the start of combat session by rolling a D10 and adding their Dexterity Bonus. At the end of the combat, the ZM may opt to require players spend energy depending on physical intensity of the combat round.

**Combat Actions**

Players have 2 actions available to them on their turn. They can do actions such as the following:

* Firing a weapon or making a melee attack
* Moving 5 spaces or some other move action, such as climbing over an obstacle.
* Reloading a weapon
* Equipping a new weapon from the inventory.
* Prepare to dodge an upcoming attack.
* Recover from a knockback or prone position.
* Use gear specific features.
* Make a reaction trigger for a specific event occurring.

Once a player does an action, they cannot repeat it (such as moving twice or attacking twice, **unless** they spend an additional 2 energy to repeat an action.

In addition, Players get a single **Free Action** on their turn. Free actions include:

* Shouting, Whispering, or saying something.
* An awareness or other check to spot something.

**Attacking: Targetting and Damage**

* When a player attacks, they must select their target **and what body part they want to target**
  + The body parts a player can target are the **head, torso, or limbs**
* If the attack beats the challenge level and succeeds, it deals damage to the target’s body part.
* A successful hit always deals 1 damage. Every number over the success roll, increases damage by that number.
  + Example – player rolls an 8 against a challenge level of 6. The total damage is 1 + (8 – 6) or 3.
* Body parts have different amounts of health. The head has the most amount of health, torsos have a medium amount of health and limbs have the least.
* If a body part is destroyed or reduced to 0 health, it can no longer be used or causes death.
  + Example – player shoots an infected’s leg off. The infected’s speed is reduced.

**Weapons**

Players must equip weapons to attack enemies. Weapons will come in 2 varieties – Melee or Ranged.

**Ranged Weapons**

Ranged weapons allow players to attack from a distance safely. However, they consume ammunition to fire. If the weapon runs out of ammo, the player can use an action to **reload** their weapon if they have any reloads.

Players do not inherently add attribute bonuses to ranged weapons.

**Melee Weapons**

Melee weapons require players to get up close to attack their target. They do not require ammunition and players can add their strength modifier to the attack roll.

Each melee weapon has **durability**. If the player rolls a natural 1, then the weapon **loses 1 durability**. If it runs out of durability, it will break and can no longer be used.

Each melee weapon also has a **type** and a **bonus**. Each type has a different affect on a successful hit.

* **Blunt –** Blunt weapons knock back enemies. If the enemy is grappling someone else, a successful blunt attack breaks the grapple and knocks the enemy back X spaces depending on the bonus.
  + Example: A player hits an infected grappling another player with a **Blunt +2** weapon. The attack breaks the grapple and pushes the enemy back 2 spaces.
* **Sharp –** Sharp weapons deal increased damage. They do not break grapples.
  + Example**:** A player hits an infected with a **Sharp +1** weapon with a roll of 6 against a challenge of 5. Normally, the damage would be **2** but the sharp weapon deals **3** instead.
* **Heavy –** Heavy weapons combines both effects of blunt and sharp. However, they require significant energy to use which increases the energy cost of combat.
  + Example: A player hits an infected that is grappling another player with a Heavy +2 weapon on a roll of 6 against a challenge of 5. The attack breaks the grapple, knocks the enemy back 2 spaces, and deals 3 damage instead of the regular 2. However, the player must spend energy to make this attack.

**Unarmed Attacks**

Players can make an unarmed attack at anytime regardless of their equipped weapons. Unarmed attacks Players can add their strength modifier to unarmed attacks. However, unarmed attacks **cannot** deal more than 1 damage to the target, with the exception of a natural 10 on the roll.

**Infected**

The infected currently come in two varieties.

* **Runners** – Freshly infected, they still maintain human biology.
  + They can be killed by destroying the **torso** or **head**
  + They have a range/movement of **5 spaces**
  + They look mostly human but tend to twitch and hang their heads at unnatural angles.
* **Walkers** –Dead and infected for some time. Bares little resemblance to a human.
  + They can only be stopped by destroying the **head.**
  + They have a range/movement of **3 spaces**
  + Their bodies are bloated, skin discolored, and appear decaying.

**Infected Turn**

After all players complete their turns, infected combat is resolved. The infected do not follow a turn but are all completed at once. Enemies will attempt to move closer or attack any players in their range.

**Infected Attacks and Grappling**

On their turn, players can choose to attempt to dodge a single upcoming attack by using one of their actions on their turn. If they do so, they dodge one attack per dodge action when infected attacks.

If they fail to dodge, **the character takes Health and Sanity Damage and begins Grappling their attacker to stop them from biting them**. On their next turn, **they can take no other action** other than attempt to break free by rolling a Strength Check to push the infected off them. **Players are knocked prone when grappling if they fail the dodge check by 2 or more**.

If the player ends the round grappled, they must make a strength check to prevent a **Bite.** If they fail, they are bitten and will be infected. Multiple infected can attack a single grappled player. If this happens, the challenge dice is multiplied by the number of infected attacking.

**Hordes**

When lots of infected are grouped up, they become **hordes.** Hordes work a bit differently. They have a single health bar which represents the number of infected in the horde. When a player deals damage, it reduces the number of infected in the horde. However, if a player gets attacked by a horde, they **must dodge the attack or else they will be instantly killed.**

**Character Creation**

1. Set your name and token.
2. Allocate 21 attributes points to any of the 7 attributes.
3. Allocate 6 points to any proficiency
4. Allocate 3 points to any skill.
5. Select 1 ability
6. Random 1 flaw.
7. Optional: Learn 1 additional ability
   1. Random another flaw.
8. Inventory
   1. Add 6 snacks
      1. Weight 0.5
      2. Description: Restores 5 energy.

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| **Proficiencies**  Shooting Pistols  Shooting Shotguns  Shooting Rifles  Unarmed Combat  Sharp Melee Weapons  Blunt Melee Weapons  Throwing Weapons  Archery  Stealth  Pickpocketing  Basic Repair  Basic Crafting  Driving  Cooking  First Aid  Survival  Performance  Intimidation  Persuasion  Negotiation  Investigation  Climbing  Swimming  Athletics | **Skills**  Lockpicking  Hotwiring  Hacking  Sleight of Hand  Engineering  Electrical Work  Electronics  Medicine  Pharmaceutical  Explosives  Biology  Boat Piloting  Plane Piloting  Cartography  Advanced Knots  Nature  Hunting  Farming  Construction  Tailoring  Gun Handling, Crafting, & Repair  Leatherworking  Metalworking  Acrobatics  Animal Handling |

**Abilities**

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| Bullseye | Know exactly how much a ranged attack challenge is.  Ranged weapons critically strike on a natural 9. |
| Martial Artist | Know exactly how much a melee attack challenge level is.  Successful dodging allows you to make a free melee attack roll. |
| Lucky | 3 times a play session, you can re-roll any roll. You can choose which roll to accept. |
| Stable | When your sanity breaks, choose which traumatic response action to take.  You can give your sanity points to other players. |
| Motivational | 3 times a day, give someone else a +2 bonus prior to their next roll as a free action. |
| High Octane | You can take one additional combat action on your turn in exchange for 3 energy. |
| Knowledgeable | You can attempt any skill action for a skill you don't possess by passing an intelligence check first. You must still roll the skill check after. |
| Speedster | Gain an additional 2 movement speed.  Gain the ability to quickly jump backwards 1 space as an action. This can occur as part of a dodge action. |

**Flaws**

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| Nearsighted | Occasionally, your glasses may break.  Once your glasses are broken, you can attempt to fix them or scavenge for other glasses with matching prescriptions.  Once your glasses are broken, reduce all awareness and ranged attack rolls by half. |
| Curious | Occasionally, you will have an urge to explore or visit an certain area.  You can resist this urge by spending 10 sanity. |
| Sickly | You have a condition which requires taking 1 special medicine each day.  On days you do not take this medicine, take a third of your maximum health as damage.  Start the game with 7 of the special medicine. |
| Clumsy | When doing actions such as sneaking or scavenging, you will occasionally cause a disturbance which leads to an encounter.  Occasionally, you can slip or trip while moving. |
| Alcoholic | You have constant urges to drink alcohol once a day.  If you fail to do so by the end of the day. you will take 2 health, sanity, and energy damage.  This damage doubles for each consecutive day you fail to do so and resets to 2 after you consume some.  You cannot hit 0 through this effect. This effect will can only reduce you to 1 at most. |
| Unlucky | 3 times a play session, the ZM will force you to re-roll your dice roll, making you take the lower roll. |
| Fainthearted | For certain battles, roll a tenacity check at the start of a battle. If you fail the check, your first action will either be a freeze. |
| Vulnerable | Roll a health check whenever you take damage. If you fail the check, take double damage. |