
Test Greensheet

“Use this macro for large quotes of prose and such. It justifies everything like a paragraph, except with no indentation.”

– The Author

*“This macro is good
For shorter quotes
Or things like song lyrics:
It centers.”*

– The Author

This is a test Greensheet.

This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text. This is some text.

Directions

1. Do one thing.
2. Do another thing.
3. Do something else.

Disease Mechanics

The disease that is ravaging the streets outside is unlike anything recorded in medical literature. Some believe it to be a hyper-virulent hemorrhagic fever, while others gave it more mystical names such as blood rot or earth's death. It has no incubation period; affected individuals show obvious symptoms immediately, up to and including fever, fatigue, nausea, swollen joints, purple spots and bloodshot eyes. There is no widely known vaccine or cure at present. The disease usually kills within five to twenty four hours.

The game will end in three hours, so no one who is infected during game will die during game solely from the disease. However, the army will refuse to save those who display signs of infection, and the infected will die shortly if they end the game untreated.

Infected players must have a sticker on their name badges. Their CR is reduced by 2 as long as they are infected. CR cannot go lower than 0.

NPCs can also be infected. An NPC sheet with a sticker on it denotes an infected townspeople.

Dead bodies are biohazards, especially if they belonged to infected people. The dead body of an infected person (NPC sign with an X and a sticker on it, or an abandoned name badge with a sticker) will immediately infect anyone who is within one ZOC of it without a mask. Matches are freely available, but fuel is required to burn these bodies. In general, be wary of dead bodies. Stickers and signs of infection are both hard to see from distance.

Infection has some perks if you are the vengeful type. Once infected, you may take a Spread Plague ability card and an accompanying sheet of stickers from Envelope Z. A restrained plaguebearer is not capable of walking away, but they are still capable of infecting you if you are within arm's reach of them.

Townsfolk

The PCs are not the only ones in the shelter. Various townsfolk are also gathered throughout the shelter, represented by sheets on the wall. They are too fatigued to defend themselves or notice the PCs' actions. They are so traumatized by their losses and so hateful of the town healers for failing them that they will refuse to give blood or consent to any experimentation. You can murder each other in plain sight of all the NPCs, and none of them will care enough to notice or intervene.

Townsfolk can be infected, cured or killed. To infect a townsperson, simply place a sticker on their sheet. This sticker can be removed only if the townsperson is cured through an ability. Townsfolk generally distrust medicinal cures due to rumors of fake medicine being sold in the streets.

To kill an townsperson, put your hand on their sheet and start a 10-count interruptible killing blow, as you would with a PC. Unless you are explicitly unable to attack, you can kill a townsperson regardless of how low your CR is. Once you've killed a townsperson, draw a large, noticeable X on their sheet.

Judgement and Mercy

You may have destroyed innocent lives in your panic. If so, you must help the town once you regain your powers. Else, you might have exacted righteous vengeance on a corrupt town. In this case, you are under no obligation to aid anyone once your powers are restored.

Your view of the town is determined by your Mercy score. You start out with 0 Mercy. If your Mercy is greater than 15 when your power is restored, you will aid the sick. If your Mercy is less than or equal to 15, you will not heal any of the infected.

If your Mercy dips to -15 or below, you are enraged and you will spread as much infection as possible.

Acts that increase your Mercy include:

- Someone protects you or Katerina from physical harm (+1)
- Someone defends your reputation (+1)
- Someone declares their care for someone else (+1)
- Someone stops a killing blow (+2)
- Someone is willing to sacrifice themselves for your ritual (+2, once for each willing individual you encounter)
- Someone heals you, Katerina or NPCs (+2)
- No one is infected by people other than you for half an hour (+3)
- The ritual to restore your power is completed with a willing sacrifice (+5, regardless of success)

Acts that decrease your Mercy include:

- Someone insults you or Katerina (-1)
- Someone doubts the powers of the earth (-1)
- Anyone who is not you spreads infection (-2 for each infected)
- You hear rumors and stories that involve murder (-2)
- You witness drawing of blood (-2)
- You witness burning of bodies (-2)
- Anyone attacks you or Katerina (-3)
- Murder (-5)

You are encouraged to be proactive in determining whether or not the town is worthy of your mercy. Men often show their true nature under pressure. Give them opportunities where they can choose to either save or destroy each other.

