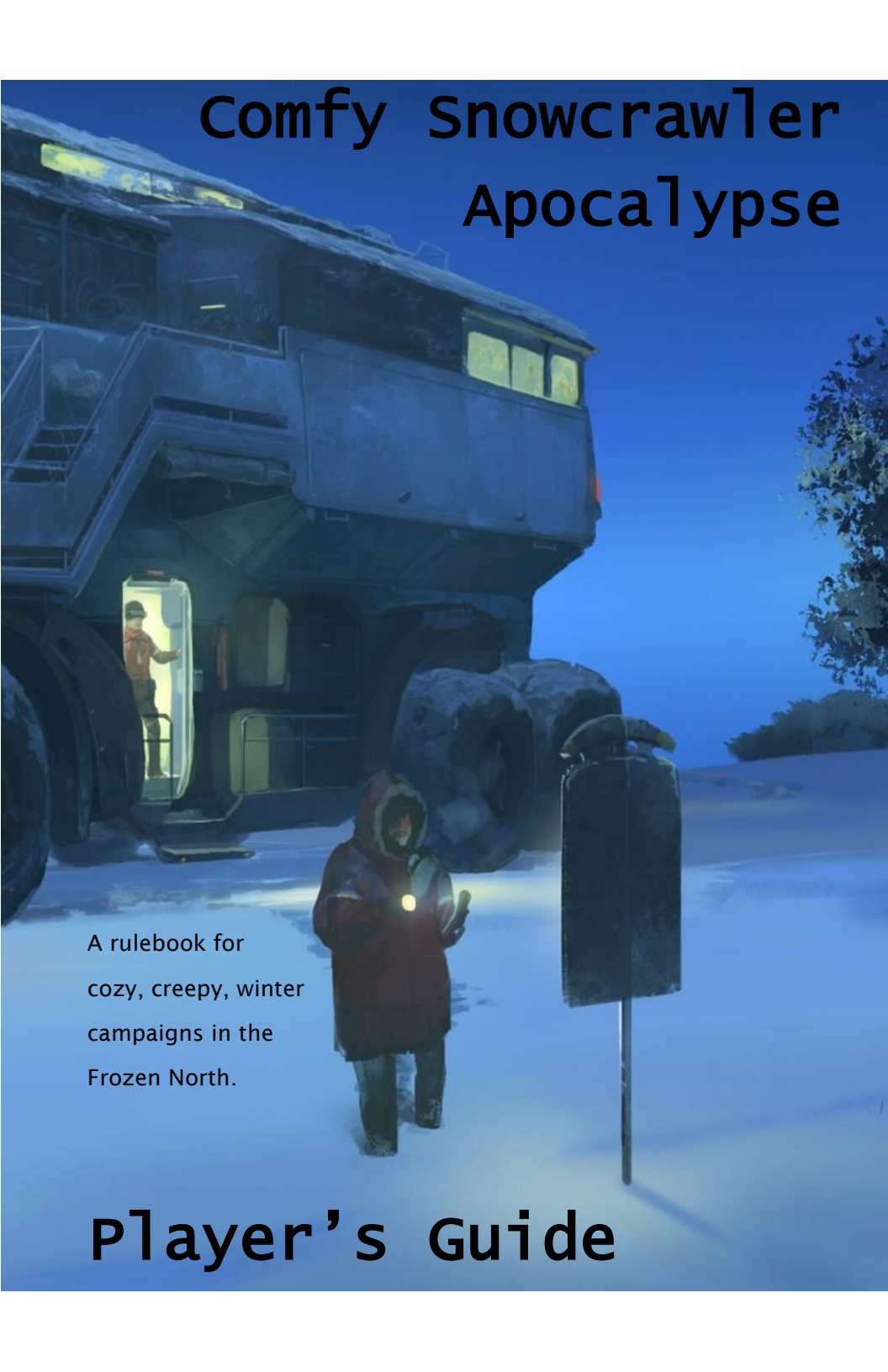


Comfy Snowcrawler Apocalypse



A rulebook for
cozy, creepy, winter
campaigns in the
Frozen North.

Player's Guide

Snowcrawler: _____ Crew: _____

Mass (empty/full): _____ L/W: ____ x ____

Fuel/Hour (= mass): _____ Fuel: _____

Rations Carried: _____

Attributes:

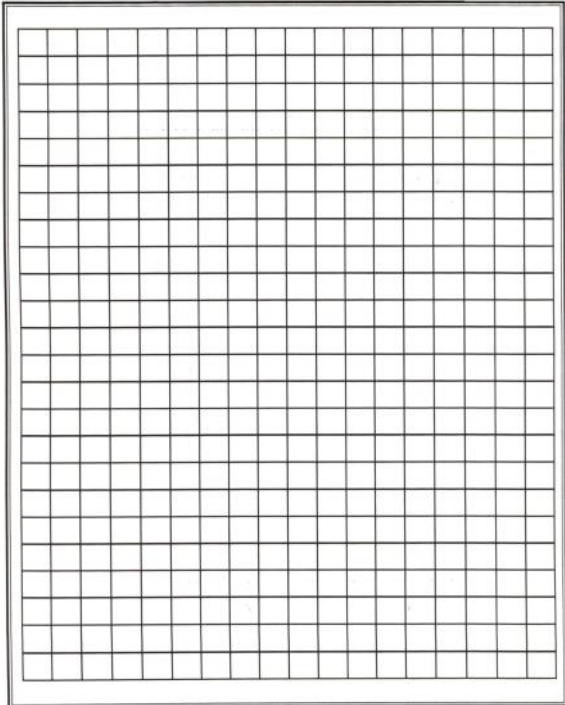
Engine OOOOO

Treads OOOOO

Comfort OOOOO

Cargo OOOOO

Stations:



Comfy Snowcrawler Apocalypse

You are a Courier: a representative of the Central Authority tasked with reconnecting the people of your region in the Frozen North.

Along with your crew, you navigate the icy wastes in your Snowcrawler, a mighty vehicle that is one part tank and one part mobile home, designed to haul cargo from village to village through the unforgiving expanse of cold and snow.

If any issue threatens the public safety, be it a broken generator, a pack of man-eating wolves, or a haunted railroad, the Couriers might be called to sort it out. Mostly, though, you deliver mail.

But don't underestimate a simple letter: birth announcements and death notices; marriage invitations and job offers; news from friends and family just down the road or across the continent. In a world where hundreds of miles of waist-deep snow separates them, the mail is what links people together.

Which means that you are what links people together.

Godspeed, Courier.

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Characters

Most players in the game (everyone except the GM) take on the role of a specific character. In this game, that character is a crewmember aboard one of the massive Snowcrawlers that connect the scattered remnants of humanity across the frozen wastes. They might be brave or timid, gregarious or laconic, idealistic or cynical, old, young, or anything in between. The one common factor is their mission: drive the crawler, deliver the cargo, and keep the towns and villages out there alive through another winter.

Beyond their looks and personality traits, characters are described by their unique capabilities. These are represented by four attributes (their innate aptitudes) and sixteen skills (their training and knowledge). Attributes and skills are marked with dots on the character sheet. One dot indicates bare-minimum capabilities, while five dots represents “best I ever met”-level talent. Zero dots indicates no ability whatsoever, and is only an option for skills – every character has at least one dot in each of the four attributes.

Attributes:

When making a new character, assign 8 dots between the four attributes:

- **Physique**—Physical strength, stamina, and athleticism.
- **Motorics**—Fine motor skills and hand-eye coordination.
- **Intellect**—Intelligence, memory, and reasoning.
- **Psyche**—Social, emotional, and psychological aptitude.

Physique and Motorics are considered your Physical attributes. Intellect and Psyche are your Mental attributes. Occasionally, these pairings might be used to determine which attributes to roll. For example, Rest checks use the higher of your Physical attributes plus the higher of your Mental attributes.

Skills:

Next, assign 12 dots as you see fit to any of the 16 skills listed below. Detailed descriptions of the skills and how to use them can be found later in this book.

- Trekking—travel through wilderness without getting lost.
- Outdoors—make a campfire and an improvised shelter.
- Brawling—come out on top during physical scuffles.
- Firearms—use firearms effectively, in or out of combat.
- Mechanics—fix mechanical systems (like engines)
- Electronics—fix and operate electrical systems (like radios)
- Driving—operate land vehicles, especially Snowcrawlers.
- XXXXX—something vitally important that I haven't thought of yet, clearly.
- Medicine—heal physical wounds and cure diseases.
- Science—geology, meteorology, astronomy, chemistry, etc. Researching anomalies.
- History—knowing what happened in the past, especially the significance of ruins.

- Religion—practicing the rites and rituals of the faith.
- Mysticism—attaining personal spiritual experiences.
- Authority—commanding the respect due an officer of the Central Authority
- Empathy—understanding other people's wants and needs.
- Cooking—preparing delicious meals for yourself and others.

Finishing Touches:

Leave the "Equipment" lines blank for now—they will be used later.

Last, the character sheet has a few lines for you to write down your character's personality, looks, and bunk decorations. The first two are self-explanatory: what does your character act like, and what does your character look like?

"Bunk decorations" is a spot to describe your character's living space in the Snowcrawler. Do they have photographs of their family back home? Posters from the orchestra? A few lovingly tended plants? Tally marks counting the days left in their enlistment? Bunk decorations might reveal the hidden inner side of your character.

Rules Overview

Core Mechanic:

When a character's success at an action cannot be taken for granted, the GM will ask the player for a 'check', a roll of the dice. To make a check, the player whose character is attempting the action rolls a certain number of 10-sided (d10) and six-sided (d6) dice. This is called their 'dice pool'. Any d10 that comes up a 8, 9, or 10, and any d6 that comes up a 6, is counted as a success.

Time per Check:

Checks often represent extended efforts over a long period—fixing an engine, driving over rugged terrain, starting a fire, and so on. The GM will tell you how long each check takes. A normal check represents about two hours. This is a lot longer than in most other RPGs you might have played, and that's intentional: the game focuses on long-term efforts more than second-by-second heroics.

Types of Checks:

For simple tasks, a single success might mean the character's actions have had the desired effect. For more complex tasks, multiple successes may need to be accu-

mulated over multiple rolls. The number of successes needed to fully accomplish a task is called the 'successes required', or 'SR' for short. The GM is the final arbiter of how many successes are needed to achieve a given goal.

Exhaustion:

As characters work hard under difficult conditions, they gradually tire and lose focus. This is represented by 'exhaustion': whenever a check is made, any die that comes up a 1 means the character has gained exhaustion. For each d10 that came up "1," put a slash mark through one of the dots for the skill or attribute being rolled, starting with the skills. For each d6 that came up "1," put a second slash (forming an X) through one of the previously-slashed dots (again, starting with skills first, then attributes). A 'slashed dot' only adds a d6 to the pool, instead of the usual d10. A 'crossed dot' doesn't add any dice at all to the pool. Thus, over multiple rolls, the number of dice rolled will diminish, first shrinking from d10s to d6s and eventually disappearing entirely.

Snags:

Whenever a check is made and it yields no successes at all, a 'snag' has occurred. If you encounter a snag, you can't continue the check until you can resolve the snag. Snags are different for each skill, but might include needing a spare part, getting lost, or injuring yourself.

Exertion & Difficulty:

The GM may decide that certain conditions make a task especially challenging. A very tiring task is represented by 'exertion': instead of dots being exhausted on a roll of 1, they do so on any roll less than the exertion. So if a task is "exertion-2," any roll of a 1 or 2 results in a dot being exhausted. Common causes of exertion are working in cold weather or while overburdened with a heavy load. All tasks are effectively "exertion-1" unless otherwise stated.

An especially hazardous or tricky task is represented with 'difficulty'. If a task has difficulty, you must subtract successes from each roll. So for example, if a task is "difficulty-1," and three successes were rolled, only two of them could be applied towards the completion of the task. This also means that if only one success was rolled, the task was

failed (or, in a complex task, that it encountered a snag.) Note that difficulty is applied before the limitations of equipment. Common causes of difficulty are rough terrain or not having the proper tools.

Equipment:

Equipment represents the tools needed to accomplish a task. Standard portable handtools are Tier-[1], and allow a character to attempt any task with that specific skill. Larger, more complex tools grant a bonus: they allow additional successes rolled to be counted towards achieving a complex task. This allows skilled characters to complete complex tasks much more quickly, provided they have the right tools at their disposal.

***Example:** A character is fixing a badly-damaged engine. The task has an SR of 4, and each check represents 2 hours of work. With standard Tier-[1] tools (the multi-tool he always carries with him, in this case), it will take at least 8 hours of work to accumulate those 4 successes. With the Tier-[2] toolbox he keeps stored in his Crawler, though, he can earn up to two successes on each check. That could potentially allow him to finish the engine in just two checks, or 4 hours.*

Rest, Shelter, Warmth

Health & Wounds:

This game does not use a separate stat to track damage. Instead, any time an attribute dot is crossed, you also cross off a dot in the paired attribute. When all dots in one attribute are crossed, you suffer a major wound, and may no longer attempt checks using that attribute. When all dots in both attributes in a pair are crossed, the character is no longer playable. The GM and the player should mutually decide on an appropriate ending for the character. For the physical pairing, this might mean death, or injuries severe enough to require an early retirement. For the mental pairing, it might mean lasting psychological damage, a slip into unhealthy coping skills, or simply getting so fed up with the job that they quit at the next available opportunity.

***Example:** Pierson has 3 dots of Physique but only 1 in Motorics. On a long trek back to camp, one of his Physique dots gets crossed. He immediately crosses off a dot in Motorics as well (since Physique and Motorics are paired attributes). Frostbite is setting in; he'll have a hard time starting a*

fire when he gets back to camp.

Rest & Hypothermia:

To recover from exhaustion, characters need to rest. A character makes a 'rest check' any time they take no other action for 8 hours. This can include any combination of actual sleep and quiet pastime activities, but no work or other checks. Make the check at the end of the 8-hour period, in case it is interrupted.

To make a rest check, roll the higher of your two Physical attributes (Physique or Motorics) plus the higher of your two Mental attributes (Intellect or Psyche). On a success, restore either:

- all slashed dots in a skill
- a crossed dot in a skill
- a slashed dot in an attribute

You cannot normally restore crossed attribute dots through simple rest—this requires medical attention, using that skill.

Note that Rest checks made in low temperatures (see "Warmth," opposite) still incur exhaustion. This represents hypothermia. Because Rest checks are made with attribute dice only, hypothermia is a serious risk. Characters may not avoid making a Rest check by

simply refusing to act—any lengthy period of nonactivity is considered rest. If checks are being made, the effects of low temperature are assumed to be included in those rolls.

Shelter:

The equipment for rest checks is the quality of your shelter. In addition to allowing extra successes to be kept, all shelters mitigate the effects of weather conditions.

- [0] None: Sleeping under the stars.
- [1] Minimal: Sleeping in a bare cave, hollow tree, tent, etc.
- [2] Rough: An igloo, wooden shack, or abandoned house.
- [3] Proper: A house or hotel, as one might find in any village.
- [4] Luxurious: Mansions, resort hotels, and high-end yachts.

Food:

Food supplies are tracked by meal. To function without penalty, Couriers typically eat two large meals each day. If only one meal is eaten (“half-rations,”) all checks raise exertion by 1. If no meals are eaten, all checks raise difficulty by 1.

Encumbrance:

On foot, characters carry at most one Tier-[2] or four Tier-[1] equipment. Tier-[3] or higher must be divided up into the equivalent of

four Tier-[2] loads (but cannot be used until reassembled). Exceeding this, up to double, increases exertion by 1.

Warmth:

The biting cold is the defining challenge of life in the Frozen North. The GM will determine the temperature each day:

- [+1] Warm—The North’s short summer, when farmers hurry to plant their crops. Shelters count as one level higher.
- [0] Livable—Typical of late spring and early autumn. Any snow that falls quickly melts. Rest checks have no exhaustion. Heated shelters are assumed to be Livable.
- [-1] Chilly—Early spring or late autumn. Snow accumulates at this temperature. Characters wear warm coats. Checks (rest included) are exertion-1.
- [-2] Cold—Most of winter days are cold. Rivers and ponds freeze solid. Checks are exertion-2.
- [-3] Frigid—Winter nights, and during especially severe cold snaps. Checks are exertion-3.

In addition to the low temperatures, conditions in the North can vary wildly. Snowfall or high winds may cause exertion, difficulty, or other hazards.

CRAWLER Design

Snowcrawler Attributes:

Like your characters, the Snowcrawler they operate from has 4 attributes that determine its strengths and weaknesses. An average Snowcrawler gets seven dots to distribute between these four attributes.

- **Engine**—How powerful the engine is, determining both maximum speed. Engine is the equipment for Drive checks.
- **Treads**—How rugged the drive system is, including how effectively it handles off-road and in rough terrain. Terrain that exceeds your Treads imposes difficulty on Drive checks.
- **Comfort**—The quality of the living arrangements aboard. This is the crawler's equipment tier as a shelter.
- **Cargo**—The space dedicated to cargo. A crawler's empty mass is equal to its length times width, in tons. Its cargo capacity is 10% of this at 1 dot, 50% at 2 dots, 100% at 3 dots, and 400% at 4 dots.

Mapping Your Snowcrawler:

Sketch your crawler's internal layout in 1m x 1m squares. Mark off the following:

1. **Stations:** Areas where a crew-member can make checks while the crawler is moving. Stations count as equipment for one type of check, worth 1 + the number of squares the station takes up. Crawlers need at least one (for the driver); most have a second for a navigator or radio operator.
2. **Living Space:** A crawler needs living space equal to comfort times intended crew size. This should include bunks, a latrine, and possibly a space to sit and eat meals.
3. **Equipment Lockers:** These store equipment that can be unloaded and operated while the crawler is stationary. A square provides 16 Tier-[1], 4 Tier-[2], or 1 Tier-[3] equipment.
4. **Cargo Space:** Mark any leftover space as cargo space. Try to have no less than 1 square per 2 tons of cargo.

skills

Trekking:

Trekking is your skill at overland travel by foot. While travel by Snowcrawler is generally much faster, trekking can be necessary to reach locations that are otherwise inaccessible due to rough terrain or other obstacles. It can also be essential in the event of a breakdown.

Trekking + Physique (2hr each)

Each success represents a certain distance covered, depending on terrain type. GMs may find it simpler to provide an SR for the entire trip, at their discretion.

Terrain	Km/Success
Flat	8km
Hilly	6km
Steep	4km
w/ Snow	Halved
w/ Road	Unchanged

Equipment: Hiking boots-[1], Snowshoes-[2], Offroad Bike-[3], Dogsled-[4]

Snags:

- 1-3 **Injury**—X one Physical
- 4-5 **Lost**—Outdoor+Int to resolve
- 6 **Encounter**—Automatic surprise

Outdoors:

Outdoors is your survival skills in wilderness environments. If you become stranded, or just need to make yourself comfortable outside of civilization, this skill is essential.

Outdoors + Intellect (Simple)

Understand a wild animal enough to predict its behavior. The GM should provide useful information on success. Note that this does not allow taming of wild animals.

Outdoors + Motorics (2hr)

Start a fire. Fires raise the temperature of anyone nearby by to Livable. They use up 1 unit of fuel (wood/coal/oil) every 2 hours.

Outdoors + Motorics (2hr each)

Build a shelter. Requires appropriate materials. SR depends on level of shelter desired: 2 for Tier -[1], 6 for Tier-[2], 18 for Tier-[3], 54 for Tier-[4].

Equipment: Survival Knife-[1], Full Backpack-[2]

Snags:

- 1-2 **Equipment Lost**
- 3-4 **Injury**—X one Physical
- 5-6 **Forced Restart**

Brawl:

Brawling is your skill at physical altercations. A Courier is not a soldier, but they sometimes need to defend themselves, and the North can be a rough place. Disagreements escalate into fist-fights, offenders refuse to surrender peaceably, and wild animals attack the unwary.

Brawl+Physique (instant)

In a physical fight, all parties involved roll their dicepools simultaneously, and the individual with the most successes acts first. Each success can be used either to slash one dot of an opponent's Physique (taking effect on their next roll), or to impose Difficulty on an opponent's current roll. The fight ends when one side yields or has all their Physique dots crossed (rendering them unconscious).

Fights against human opponents, even very angry ones, are usually not to the death. If only fists are used, any crossed dots recover to slashed after a few minutes rest. Blunt weapons allow a single dot to recover to slashed. Bladed weapons have no automatic recovery.

Equipment: Fists-[1], Knife-[2], Club/Staff-[2]

Snags: none (but see above)

Firearms:

Firearms is your skill with rifles, shotguns, pistols, and so on. It would also be used for less common ranged weapons (bows, etc.) at GM's discretion. Couriers aren't expected to engage in military operations, but most Snowcrawlers have at least one firearm for defense against large animals and deterrence against serious crime.

Firearms+Motorics (instant)

Handle a gunfight the same way as a fistfight (see "Brawl,") except that each success crosses an opponent's Physique dot. Unlike fistfights, there is no automatic recovery after a gunfight.

Firearms+Motorics (2hr)

Hunting also uses the firearms skill. Game must first be located (either through a random encounter or by using Outdoors+Intellect), and then hunted. Each success yields 1d10 rations-worth of raw meat.

Equipment: Pistol-[1], Rifle/Shotgun-[2], HMGs-[3]

Snags:

1-4 Minor Delay—Needs reload, temporary jam, forgot safety, etc.

5 Bad Jam—Mechanics to fix

6 Collateral Damage—GM's choice of unintended victim

Mechanics:

Mechanics is your skill in repairing mechanical systems. This is especially important for keeping the Snowcrawler running properly, but it can be used on any number of useful machines.

Mechanics+Motorics (extended)

To fix a broken machine, make an extended check. The complexity of the repair determines the SR for the extended check.

Complexity	SR
Simple	2-4
Average	6-10
Complex	16+
Snowcrawler	3 per dot

Old or unusual machines may impose Difficulty. For Snowcrawlers, each attribute (engine, treads, etc.) is damaged and repaired separately. The SR depends on how many dots need repaired. Note you may not elect to repair individual dots.

Equipment: Multitool-[1], Toolbox-[2], Workshop-[3], Full Garage-[4]

Snags:

- 1-3 **Stumped**—Need higher skill, mentor, or technical manual
- 4 **Next check uses Electronics**
- 5 **Need next-tier tools**
- 6 **Need replacement part**

Electronics:

Electronics is your skill in operating and repairing electrical systems, including ancient computer networks. Electronics is also used for operating the Snowcrawler’s radios.

Electronics+Motorics (ext.)

As with mechanics, fixing electronics uses an extended check where the SR depends on the complexity of the device (see table, left). For radios, this also includes ‘set-up’ time, with an SR equal to the equipment tier of the radio.

Electronics+Intellect (2hr)

This check is to operate the radio over a 2hr period. For each success, messages can be sent up to 20km away (so a Tier-[2] radio has a maximum range of 40km, Tier-[3] of 60km, etc.). You can receive messages based on the strength of the radio sending them. Central tries to maintain a set of relay stations in order to have coverage over a larger area.

Equipment: Walkie-Talkie-[1], Backpack Radio-[2], Mobile Station-[3], Full Tower-[4]

Snags:

- 1-2 **Stumped**—(as left)
- 3-4 **Next check uses Mechanics**
- 5 **Need next-tier tools**
- 6 **Board fried, need replacement**

Driving:

XXXXX:

Driving is the skill used to steer the Snowcrawler across the vast northern wastelands. It is at the heart of a Courier's job.

Driving+Motorics (2hr)

Each success represents a certain distance covered, depending on terrain type. GMs may find it simpler to provide an SR for the entire trip, at their discretion.

Terrain	Km/Success
w/ Road	Halved (T1)
Flat	12km (T2)
Hilly	6km (T3)
Steep	4km (T4)

Equipment: The Snowcrawler's Engine rating determines how many extra successes can be kept from the check. The Tread rating determines the level of terrain that can be traversed safely. Each terrain is labelled with the Tread needed (ex. "T2"). If Tread is below this requirement, the driving check is at Difficulty equal to the shortfall.

Snags:

1-2 Stuck—SR d6 to dig out

3-4 Lost—Drive+Intellect

5 Wear & Tear—cross 1 dot from Snowcrawler (random)

6 Major Accident—cross 1 d3 dot from Snowcrawler (random)

Medicine:

Medicine is your skill in fixing people up, in the physical sense at least. It covers healing injuries (broken bones, stab wounds, frostbite, etc.), as well as treating diseases and other maladies, such as radiation poisoning.

Medicine+Motorics (2hr)

Treating physical injuries, as represented by crossed dots in physical attributes. Success allows one crossed Physical dot to be recovered by a successful rest check (recall, normally rest cannot recover crossed dots). The dot still provides no dice to the pool; when recovered, it becomes slashed and provides a d6. At the GM's discretion, treatment may also remove other penalties that were caused by a wound.

Medicine+Intellect (2hr)

Diagnosing illnesses and other conditions, and proscribing an appropriate course of medicine. Success allows diagnosis of one patient. For common maladies, it also provides one week of medicine (more successes can be spent to upgrade this to one month, and then to 1 year).

Snags:

1-3 Deterioration—Slash a dot.

4-5 Tools Unavailable

6 Malpractice—GM picks effect

Science:

Science covers your expertise in a variety of natural phenomena. The most likely to be relevant are listed below.

Science+Intellect (2hr, 1/day)

Meteorology. Successes reveal the weather for a number of days equal to the number of successes squared ($1S = 1d$, $2S = 4d$, $3S = 9d\dots$).

Science+Intellect (extended)

Geology. Successes may result in identifying locations of valuable mineral deposits. Exact details of this are left to the GM.

Science+Intellect (extended)

Anomalology. The study of the many strange anomalies that suffuse the frozen wastelands. Studying an anomaly can take many forms, but can only be accomplished by exposure to its effects. Characters can make one check per exposure (or per 2 hrs, if continuous). Achieving the SR grants a thoroughgoing understanding of the anomaly, allowing people to better mitigate its dangers (as well as substantially improving the scientist's prestige).

Snags:

1-2 Need library/books

3-4 Need higher skill/mentor

5-6 Need better equipment

Religion:

Religion is your familiarity with The Faith, the syncretic set of religious practices of your region. Nearly everyone in the North respects (if not actively believes) The Faith, and to the especially religious it can be a great source of comfort.

Religion+Intellect (opposed)

Speak and analyze matters of orthodoxy in The Faith. Can be useful both to establish your bonafides with the locals, and also to identify and expose heretics and charlatans trying to take advantage of the people's credulity.

In a direct contest of religious knowledge, both parties roll simultaneously, resolving exactly as a fistfight (see Brawling). Damage is inflicted to the Mental rather than Physical dots. Automatic recovery applies—treat truly heretical ideas as lethal.

Religion+Psyche (extended)

Provide religious services and rites. This includes both special rituals (including weddings and funerals) as well as simple weekly services or individual counselling. The GM determines the SR based on the complexity of the rite, and may impose exertion or difficulty for especially thorny cases.

History:

History is your knowledge of the past, both recent and more distant. History can also be used to cover adjacent fields such as political science and journalism.

History+Intellect (2hr)

History of the time before the Great Freeze can be used to understand the significance of any ruins discovered. By poking around a bit, success provides useful information (GM's discretion) as to the structure, hazards and potential rewards of a particular ruin. This also includes identifying which buildings in a larger city are worth the time to search.

History+Intellect (extended)

By interviewing the oldest members of a community, you can collect an oral history on topics of interest to you, for publication back in Central. The GM decides SR based on the length of the paper and exertion/difficulty based on its obscurity. Each roll requires a different person to interview—the extended check may be spread over weeks or months between interviews.

Equipment: Journal-[1], Bookshelf-[2], Reading Room-[3], Full Library-[4]

Mysticism:

Mysticism is your ability to engage with the spiritual realm.

Mysticism+Psyche (2hr)

Used similarly to Religion (see opposite page) when dealing with the rare nomadic peoples of the region, who practice their own distinct belief system.

Mysticism+Psyche (extended)

For understanding supernatural phenomena. Checks can be made each time the phenomena is encountered, or for every 2hrs of continuous exposure. Success determines useful information (at GM's discretion) regarding the phenomena. Use this to e.g. recognize the signs of a curse, identify a ghost's unfinished business, commune with the spirit causing the blizzard, and so on.

Equipment: Charm-[1], Satchel of Ritual Ointments-[2], Shrine-[3], Temple-[4]

Snags:

1-2 Stumped—Need opinion from equal-or-higher mystic.

3-4 False Conclusion—GM's choice of wrong information.

5-6 Spirits Angered—Difficulty imposed on future rolls.

Authority:

Authority is the ability to command compliance, through charisma, intimidation, and the powers vested in you as a Courier. If your character wants to make someone do something, this is the skill to use.

Authority+Psyche (2hr)

To forcefully compel an NPC to do as you require of them, in accordance with their legal obligations. Success secures basic cooperation: truthful testimony, access to the town's records, and basic supplies for your mission. Additional successes may grant more powerful effects, like requisitioning expensive items, commandeering vehicles, and even replacing a town's officeholders. Temptations to abuse authority abound. Just because people comply doesn't mean they like it: misuse of authority will (GM's discretion) turn people against you, and they may undermine you in surprising ways.

Equipment: Badge-[1], Legal Briefcase-[2], Imposing Office-[3], Court of Justice-[4]

Snags:

1-3 Flawless Counter—Need to consult higher skill/equipment.

4-6 Appeal—Central finds out about your requests.

Empathy:

Empathy is your skill at relating to the emotional needs of others. Unlike Authority, Empathy doesn't let you ask for anything. It lets you understand what other people want and coax them to open up about their inner lives.

Empathy+Psyche (instant)

With a simple success, you can make a read on a given NPC's comment or reaction—a surface level “What did he mean by that?” It is up to the GM's discretion how much additional information is gained, and the effect of any additional successes.

Empathy+Psyche (extended)

With an extended check, you can spend time getting to know someone and gradually improve their opinion of you. The GM sets the SR based on the desired improvement and the NPC's current opinions. Exertion and difficulty may be imposed for the NPC's irritating habits or emotional barriers. These checks may take place with breaks in between.

Snags:

1-3 Foot in Mouth—Any 1-3s this roll subtracted from successes.

4-5 Made it Awkward—need d6 day break before next attempt

6 Hidden Trauma—difficulty to future attempts unless resolved.

Cooking:

Cooking is your skill at turning ration-packs and raw ingredients into delicious meals. While not required in order to use rations, good meals bring comfort and homesickness to the crew.

Cooking+Psyche (2hr)

With this roll, you prepare a meal for you and your crewmates. The number of people fed is immaterial (within GM's limits). For each success, one person fed may choose to reroll their Rest check that day and keep the new result.

Cooking+Psyche (2hr)

If the cook has access to the necessary ‘special ingredients,’ they may prepare the favorite meal of a crewmember. Success allows one crossed Mental dot to be recovered by resting (similar to Medicine, but for Mental dots). The first time a crewmember's favorite meal is prepared, the roll has difficulty. Special ingredients are rare and difficult to come by. Favorite meals are unique to an individual.

Snags:

1-3 Ruined—Lose extra rations equal to the number of crew.

4-5 Food Poisoning—Exertion+1 on next rest check.

6 Kitchen Fire—Decrease Shelter/Comfort by 1 until repaired.

Character: _____

Player: _____

Attributes:

Physique 00000

Motorics 00000

Intellect 00000

Psyche 00000

Equipment:

Personality:

Looks:

Skills:

Trekking 00000

Outdoors 00000

Brawling 00000

Firearms 00000

Mechanics 00000

Electronics 00000

Driving 00000

XXXXX 00000

Medicine 00000

Science 00000

History 00000

Religion 00000

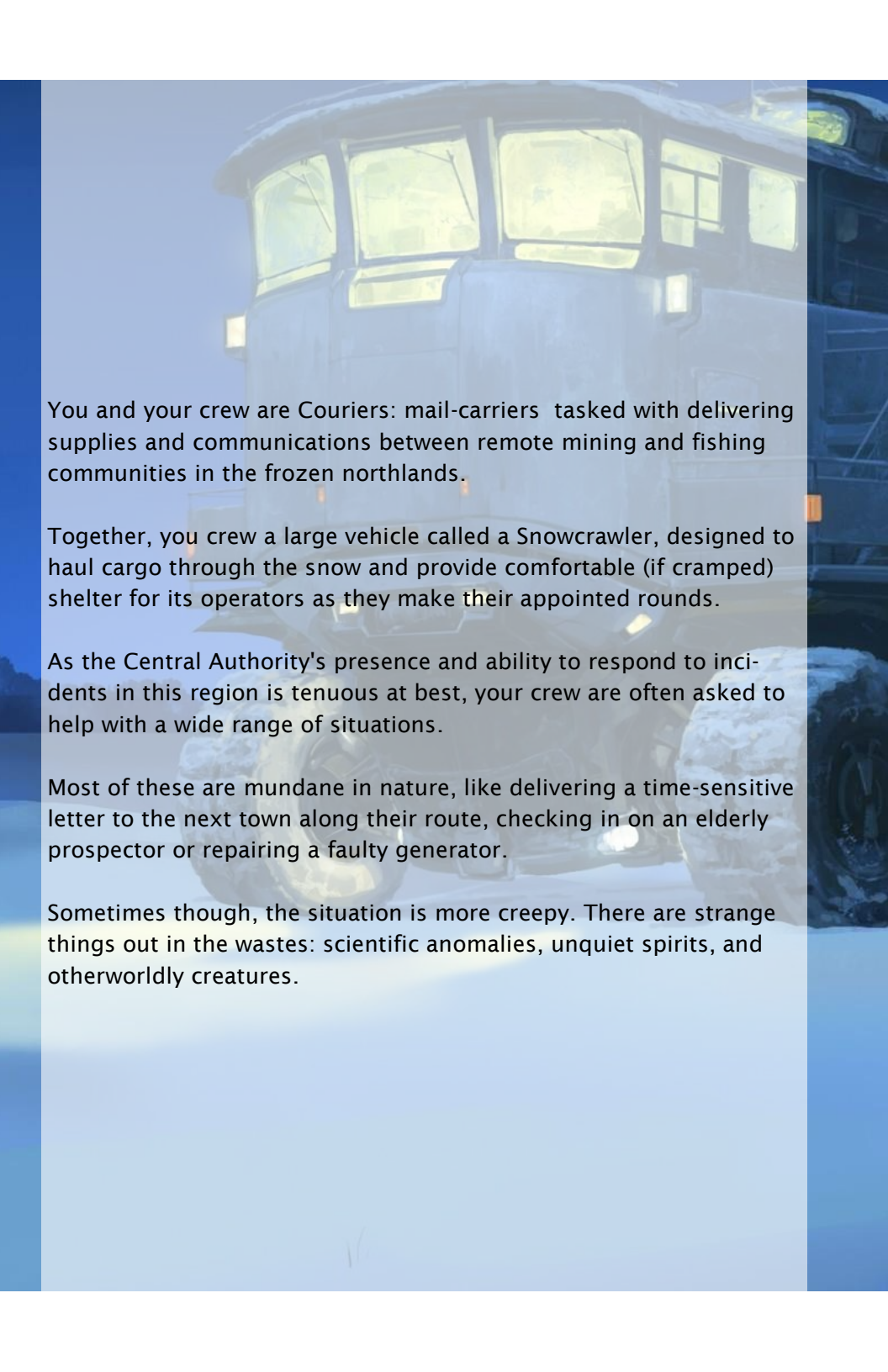
Mysticism 00000

Authority 00000

Empathy 00000

Cooking 00000

Bunk Decorations:



You and your crew are Couriers: mail-carriers tasked with delivering supplies and communications between remote mining and fishing communities in the frozen northlands.

Together, you crew a large vehicle called a Snowcrawler, designed to haul cargo through the snow and provide comfortable (if cramped) shelter for its operators as they make their appointed rounds.

As the Central Authority's presence and ability to respond to incidents in this region is tenuous at best, your crew are often asked to help with a wide range of situations.

Most of these are mundane in nature, like delivering a time-sensitive letter to the next town along their route, checking in on an elderly prospector or repairing a faulty generator.

Sometimes though, the situation is more creepy. There are strange things out in the wastes: scientific anomalies, unquiet spirits, and otherworldly creatures.