PANDEMIC

Infinite Futures

Avalon Games

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The whole thing started late in the fall of 2013. The popular telling is that the first outbreak of the pandemic happened at midnight on Halloween night. You know how people are with stories. Somehow mixing Halloween in with the situation makes the thing make more sense. Crazy right?

Anyway, nobody knew what was going on at first; we sure as hell didn't think it was the end of the world. It started with little things: a bump in the crime rate, news reports about people going nuts, then riots started breaking out for no damn reason at all. Never would have suspected that it had anything to do with that bug that was going around. Nobody caught on until they realized how many sick people came into the emergency room and ended up in the psych ward. By then it was too late, the pandemic was out of control. The whole damn world just went crazy. December was known as the month of a million lunatics. The streets erupted in chaos as the virus began driving the infected patients insane. Panic spread faster than the virus and did more damage. People left the big cities in droves, only to find themselves stranded in the middle of nowhere and freezing. Then the militia nuts went on a rampage and shot the hell out of everything and everyone they came across.

Lot of folks didn't make it through that first winter. The crazies were lighting fires and killing people all over the place. The government tried everything they could think of to contain it. They tried to vaccinate but that didn't work. They shut down the roads and quarantined the big cities. Finally they used the nukes. No one is sure why they stopped with that. Maybe the soldiers refused to obey orders, maybe there wasn't anyone left to give orders. Maybe they stopped because it just wasn't working. By spring the civilian government didn't seem to be functioning at all. The military wasn't doing much better. There was little anyone else could do except hold on one more day.

It's been a long year. I think its October now, maybe November. Hard to say: definitely not far from winter. I know I don't have much time left. If you find this please read it very carefully. What you find in these pages could mean the difference between survival and extinction.

The Pandemic Campaign Setting

The science fiction genre has shown us glimpses into fantastic other worlds and utopian futures. This realm of literature also has a dark side that shows us horrible images of what could be. We know that all civilizations come to an end. We know that every empire must fall. The field of speculative fiction allows us to peek into the future and witness the demise of our own society. Post-apocalyptic stories have been around for a long time. The field reached its height as the Cold War era demonstrated to us that a global apocalypse was not just a frightening speculation but a dangerously real possibility.

However, the true point of these stories was never about how civilization ends but what would happen afterwards.

Pandemic is a setting resource for the Infinite Futures roleplaying game. This book is your guide to creating adventures in a world of apocalyptic horror. In a Pandemic campaign, the player characters are among the small percentage of the world population that has persisted after the majority of the human race has been wiped out. The root cause of this Armageddon is a science fiction plague caused by the P1 virus. The P1 pandemic does not simply kill its victims, it changes who they are, first by driving them mad and later by transforming their bodies into grotesque monstrosities.

Adventures in the Pandemic campaign setting are journeys through the rotting remains of the old world. The characters are not larger than life heroes; they are ordinary people struggling to survive against all odds. Here we find a world overrun by the victims of the pandemic: a world filled with madmen and deformed subhumans. This world is a place of desperation and misery, a place where people resort to extreme measures just to get by. Here the laws of society have been replaced by the law of the gun. Injustice and barbarism go unpunished as those who once thought of themselves as civilized people have been reduced to mindless savagery. The characters must contend with this world of grey morality and hopelessness as they transverse the desolate landscape of a world that is no longer ours.

A GM is encouraged to look to the real world for inspiration when creating a Pandemic campaign. Imagine how your area would fare in the event of a massive catastrophe. Where would you hide from the throngs of cannibalistic creatures that were once your friends and neighbors? What locations would be ripe for exploring? In the horrific world of the Pandemic campaign setting, any place can become the scene of a brutal life and death struggle.

Character Creation

These are the guidelines for creating a character for use in the Pandemic campaign setting. These rules differ slightly from the standard characters creation rules found in Infinite Futures. Because currency of all stripes has been made useless by the collapse of modern society, a character's wealth is measured in Barter rather than funds. The Pandemic campaign also utilizes a system of Morale points that tracks a character's emotional state. The events of the past year have had a profound effect on the psychology of the surviving population. A character's Morale reflects how close he or she is to sinking into a state of depression, belligerence, or outright psychosis.

Barter

The post-apocalyptic economy is run on trade, not money. The starting wealth of a character is therefore measured in physical items rather than SBC. Each player rolls barter dice for his or her character and then multiplies the total by 100. The result represents the number of commonly traded items that the character can purchase. A result of 600 means that all of the character's possessions can be traded for a combination of 200 bullets, 200 cans of food and 200 liters of drinkable water. All of a character's starting wealth must take the form of physical items that the character can carry without too much trouble.

For the sake of ease, it is assumed that fulltime merchants have resorted to using a system of counters in order to make transactions easier. This system allows characters to trade off their surplus goods and purchase new things in a single transaction. If the GM allows characters to purchase items from the Infinite Futures book, assume that trade counters are equal in value to SBC.

Morale

In the dreadful world of the campaign setting, just getting out of bed in the morning requires an act of extreme willpower. Hunger, cold, and violence are a character's constant companions. Each character begins the game with a number of Morale points equal to the lower of his or her Wisdom and Charisma scores. Every day a character must make a Will save (DC 16). A failed save means that the character loses one Morale point. Other events can cause a character to gain or lose Morale points as indicated below. A character's Morale points can never drop below zero.

When a character reaches zero Morale points he or she suffers a -2 penalty to all attack rolls, skill checks, and saving throws until he or she gains at least one Morale point. A character that runs out of Morale points becomes despondent and aimless, losing any trace of optimism or determination. This person may become easily agitated, quarrelsome, or suffer some kind of breakdown. A character in this state of mind is not going to operate to his or her full potential and might not be motivated to do anything other than hole up and waste time. Such a character will tag along with others only reluctantly and will not fight unless directly attacked.

Negative Events	**Points Lost**
Getting through the day	1 (Will save DC 16 to keep)
Betrayal or double cross	1d2
Horrific sight (an infected child, cannibalism)	1d4
Witnessing the death of a close friend/ally	1d6
Being tortured or brutalized	1d10 (Will save DC 22 to keep)

Positive Events	**Points Gained**
Character receives kindness from a stranger	1
Character gains a level	Equal to the level gained
Accomplishing a minor goal	1d2
Accomplishing a long term goal	1d4
Finding out that a loved one survived the pandemic	1d6

Optional Rule:
Variable DCs
At the GMs discretion, the DC of the daily Will save can be raised or lowered to reflect the circumstances of that particular day. The minimum DC for this save is 13 + the character's level. The maximum DC is 17 + the character's level.
Little things can make a big difference to a character's mental health and disposition. Finding a favorite old world treat, buying a hot meal, or being able to listen to music might greatly improve someone's outlook and strengthen their resolve. On the other hand, someone who is hungry, lost, and alone in the world might find it significantly harder to keep up his or her spirits.

Optional Rule:
Prolonged Effects of Low Morale
This rule provides ways for the GM to make a character's Morale points even more precious. Should a character's Morale points remain at zero for more than a few days, he or she will suffer additional negative effects beyond the -2 penalty to attack rolls, saving throws, and skill checks. A GM can impose one of the following conditions on a character with consistently poor Morale.

* The character has trouble sleeping and does not receive the normal benefit of a full night's sleep, such as recovering hit points, restoring ability score damage, etc.

* The character has a mental breakdown and develops some sort of psychological illness. The character gains 1d4 Morale points but the symptoms of this disorder will begin to manifest themselves immediately. The player and the GM are encouraged to work together to develop the details of this illness. The condition could be a severe phobia, a compulsive behavior, or constant anxiety. This disorder complicates social interactions and causes the character to suffer a permanent -4 penalty on Charisma-based checks.

* The character develops violent, self-destructive, or suicidal tendencies. Each day that the character's Morale remains at zero he must make a Will save or else he or she will become overcome with these predispositions. The DC of this save starts at 10 and increases by +1 each subsequent day. When a character fails this save, he or she will engage in extreme types of behavior, such as picking fights for no reason, indulging in heavy drinking and drug use, or playing Russian roulette.

* The character goes stir crazy and becomes extremely claustrophobic. This character can no longer stand being cooped up indoors and will take irrational risks to get out into the open.

Race

For obvious reasons, it is assumed that all characters in this setting are members of the human race. If the GM decides to alter the setting by placing it further into the future then other races from Infinite Futures may be available as well. Androids and cyber-sapiens would fit into the setting without making too many fundamental alterations to the campaign. The primary thing to keep in mind is the android's immunity to disease, which can be a huge advantage in a world where most of the population has been killed off by a virulent disease. If the GM decides to move the campaign into a planet in outer space then all of the races from Infinite Futures can be made playable.

Human Racial Traits

* +2 to One Ability Score: Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.
* Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
* Normal Speed: Base movement 30 ft. per round.
* Bonus Feat: Humans gain one extra feat at 1st level.
* Skill: One extra skill rank at 1st level and one extra skill rank at each additional level.

Classes

There are only two core classes available to characters in a Pandemic campaign: adventurer and survivor. These two types of people represent all that is left of the human population, at least as far as anyone knows. Characters in a Pandemic campaign are not your typical action heroes. While they are certainly tough and capable, these characters are all too mortal. The genre conventions of post-apocalyptic horror stories dictate that the characters are ordinary people who are in constant fear for their lives. It is in this spirit that the adventurer and survivor classes were designed. Each of these classes is limited to ten levels to reflect the short life spans of characters in this type of setting. Any player character that lives to reach tenth level can no longer gain experience and should probably be “retired.”

The adventurer and survivor classes do not come with a complete list of class skills. Rather, a player is able to customize each class by selecting some of the skills that make up the character's class skill list. This method of character creation allows players to create a wide range of characters using only two base classes.

Adventurer

An adventurer is a highly skilled person who spends most of his or her time exploring abandoned structures, fixing old machines, or engaging in some activity besides day to day survival. Necessity has made the adventurer into a fighter as well as an experienced and knowledgeable explorer. An adventurer may have once been a doctor, a scientist, a mechanic, or any other type of specialist. This character might have also been a student or low skilled worker who has adapted the post-apocalyptic world by seeking out education in a variety of subjects.

Class Skills
The adventurer's class skills are Knowledge (earth and life sciences, economics, humanities, military, modern culture, and physical sciences) (Int) plus six additional skills selected at 1st level.

Skill Ranks per Level: 8 + Int modifier.

Hit Die
d8

Starting Barter
(2d4+4) x100 trade counters (commonly found bullets)

Level	Base Attack Bonus	Base Defense Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+2	+2	Skill Specialization
2	+1	+2	+0	+3	+3	
3	+2	+2	+1	+3	+3	Skill Specialization
4	+3	+3	+1	+4	+4	
5	+3	+3	+1	+4	+4	Skill Specialization
6	+4	+4	+2	+5	+5	
7	+4	+4	+2	+5	+5	Skill Specialization
8	+5	+5	+2	+6	+6	
9	+5	+5	+3	+6	+6	Skill Specialization
10	+6 / +1	+6	+3	+7	+7	Skill Specialization

Class Features
All of the following are class features of the adventurer.
Weapon and Armor Proficiency: An adventurer is proficient with all simple weapons and personal firearms and with light armor.
Skill Specialization: An adventurer gains the feat Skill Specialization at 1st, 3rd, and 5th level. This feat must be applied to one of the adventurer's class skills.

Survivor

A survivor is a seasoned combatant who has persevered in a violent and chaotic world through tenacity and skill. True to the name, a typical survivor is primarily focused on his or her own personal well-being. Occasionally a survivor will take it upon himself to become the guardian of a small group of refugees. A survivor may have once been a soldier, police officer, or firearms enthusiast. He or she may also have once been an ordinary person. This second type of survivor has learned martial skills the hard way, by being forced into conflict and fighting for dear life.

Class Skills
The survivor's class skills are Medical (Wis), Perception (Wis), and Survival (Wis) plus five additional skills selected at 1st level.

Skill Ranks Per Level: 4 + Int modifier.

Hit Die
d10

Starting Barter
(2d6+3) x100 trade counters (commonly found bullets)

Level	Base Attack Bonus	Base Defense Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+0	+0	Survivor Feat
2	+2	+2	+3	+0	+0	
3	+3	+2	+3	+1	+1	Survivor Feat
4	+4	+3	+4	+1	+1	
5	+5	+3	+4	+1	+1	Survivor Feat
6	+6 / +1	+4	+5	+2	+2	
7	+7 / +2	+4	+5	+2	+2	Survivor Feat
8	+8 / +3	+5	+6	+2	+2	
9	+9 / +4	+5	+6	+3	+3	Survivor Feat
10	+10 /+5	+6	+7	+3	+3	Survivor Feat

Class Features
All of the following are class features of the survivor.
Weapon and Armor Proficiency: A survivor is proficient with all simple weapons and personal firearms and with light armor and medium armor.
Survivor Feat: A survivor gains bonus feats at 1st, 3rd, and 5th level. These feats must be chosen from the following list. The survivor must meet all normal prerequisites for the feats. Acrobatic Step, Archaic Weapon Proficiency, Catch Off-Guard, Combat Reflexes, Defensive Combat Training, Dodge, Improved Initiative, Nimble Moves, Run, Save Enhancement, Throw Anything, Toughness.