

# RUNNING WITH THE DEAD

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Earthborne are infected. All of them.

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This game was written in 24hrs as part of the annual competition run at 1kmlkt.

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And their unending supply of humour and inspiration

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## *Introduction*

Running with the dead is an entry to the 1kmlkt 24hr RPG contest. This year's flavour is a Movie Mashup competition. There is an extensive list of movies to choose from, all of them very good ones!

I'd decided not to choose before hand, but select two at the beginning of the 24hr period. Some called this "going in cold like an echo". However the truth is, I'm so busy with work, study, fatherhood and everything else life throws at you, I decided not to pressure myself with the competition, until I was ready to do it.

I present to you; Running with the dead, a mash up of Blade Runner and Dusk till dawn.

I don't intend to adhere strictly to the source material. I consider it inspiration. Almost like a ronnies competition. This game is inspired by the movies and not a deliberate attempt to fuse them wholesale.

Inside you'll find the setting, the rules and a sample adventure. I hope you have fun.

Feedback is encouraged and should be delivered to [1kmlkt.net/forum](http://1kmlkt.net/forum)

## *Character Creation*

Characters are made up of three attributes Mind, Body and Soul.

### *Name*

Choose a name. Now's your chance to come up with something cool!

### *Character Concept*

Character concept is simply two or three words describing you. Examples include "Tough street hood", "Pretty young biker" or "Arrogant nouveau -riche". This may be easier to complete after rolling if using the random method.

## *Attributes*

### *MIND*

Mind is the cognitive and mental stability of your character. A very low score represents someone who is dumb as a doorpost and more gung-ho than Duke Nukem on the drug from Robocop. A high score represents the intelligent, cautious scientist. If this score reaches zero, your character becomes insane or catatonic.

### *BODY*

This attribute represents your strength, physical robustness and health. A very high score gives you the physique and presence of an 80's action hero. A low score will give you the body of an anaemic troglodyte. If this score reaches zero, your character dies or becomes so physically disabled he is rendered unplayable.

### *SOUL*

This attribute represents the unquantifiable element of life. Soul isn't a mystical or supernatural attribute. It's your character's will to live. Soul is sometimes known as Intestinal fortitude, it's the desire to continue beyond all reasonable effort. A character with a high soul score is indefatigable. Those rare humans who achieve the impossible have a high soul score. If your soul reaches zero, you succumb to the virus. You become a zombie.

## *Generating Attributes*

### *Random method*

Roll 4d6 and add together the highest 3. This is your Mind attribute.

Roll 4d6 and add together the highest 3. This is your Body attribute.

Roll 4d6 and add together the highest 3. This is your Soul attribute.

### *Point buy*

Distribute 34 points into the three attributes

## *Skills*

Characters pick three skills relevant to their character concept. For example a pretty young biker may have automotive repair, pistol and navigation. An arrogant nouveau -riche concept may have Seduction, Oration and gambling. If you're not sure, discuss your concept with the GM. They'll help you pick.

When using a skill in play, you must roleplay its use. Explain how it fits and is applicable.

## *Profile*

Write a short history of your character. Where are they now? How did they get there. Do they have any allegiances or family?

## Example Characters

*//Random method used for all examples.*

### Sergei Solomon

Concept: Drug dealing Autocrat

Mind: 11    Body: 13    Soul: 18

Skills: Intimidate, Bargain, Brawl

Profile: Sergei runs Foxview; a fortified collection of rubble in the desert, the remains of an oldworld city. Foxview is the region's number one wholesaler of all items narcotic. "Rules with an iron fist" could be used to describe most leaders in the remains of earth, but Sergei has taken it to a whole new level.



### Elliot Ealing

Concept: Wasteland Drifter

Mind: 8    Body: 17    Soul: 11

Skills: Scavenge, Pistol, Hide

Profile: Elliot makes his living in the wasteland. He wanders the ruins scavenging by day and hiding from the dead at night. Impressively built despite his meagre diet, Elliot works hard and knows the wasteland well. However he hasn't had much contact with the living and it shows. His intelligence is limited and his social skills are negligible.



### Tom Slim

Concept: Frantic and fearful technician

Mind: 16    Body: 9    Soul: 14

Skills: Computers, Mechanical, Electrical

Profile: Tom grew up under the care of an old technician. He found him whilst out scavenging for parts. He spent his childhood in the workshop, helping the old man get by. As the old-timer got too old to scavenge for parts, tom went out in his stead.



## *Mechanics*

*The difficulty table is available in the appendices*

### *Action Resolution*

Roll 3d6 under attribute is the basic mechanic. Skills can help you achieve a task. To use a skill add a dice to the roll and select the lowest three. Finally add the modifier based on difficulty.

#### *Example*

Sergei wants to hack an encrypted file. Mind is the related attribute for intelligence based tasks. He has no computer or encryption related skills. The task is near impossible, therefore

Player rolls 3d6 and gets 9. His Mind is 11 so unmodified he beats it. However the task is near impossible so 5 must be added the roll, raising it to, 14. He's failed.

Tom is a computer expert and should have more luck. He's afraid of his boss though so meekly asks Sergei for permission to try.

Tom Stutters "I think if I convert the Hard-drive file system to an older version, the file should lose it's.."

"SHUT UP TOM, and get me that file!" Sergei loudly interrupts.

3d6 plus 1d6 for Computer skill  
Rolled 3, 4, 3, 2  
Drop the highest.  
Total is 8  
Add 5 for difficulty  
13 under his mind of 16.  
Success!

## *Combat*

*Range increment table and weapons table in appendices*

Battle, is a soldierly pursuit, whether it's at range with firearms or at close quarters with a club. Core strength is required to handle a weapon. Accuracy is dependant not only on your shooting skill, but how well you can handle the weapon. Your muscles begin to shiver as you stress them with firearm use, reducing your accuracy. In hand to hand combat the strongest and most brutal combatant usually wins. That's why Body is used to determine all combat checks in this game.

### *Initiative*

If players have the element of surprise they always go first. A normal initiative roll is based upon 3d6 under Mind or Body, whichever is the highest. The rationale being a smart guy may see it coming, or a physically capable guy may dodge.

If both parties pass the check the lowest number wins.

### *Range*

The GM will grant modifiers based upon range and weapon. For any increment above a weapon's range add 10 to the roll.

### *Battle*

Roll under Body minus Range penalty. If your roll is successful, your opponent rolls under Body/2 to defend. If your opponent fails then you roll damage and subtract from opponents Body attribute.

### *Example*

Sergei reads the file after Tom decrypts it. He becomes enraged. "You've been sleeping with my daughter all this time! How dare you!"

Sergei picks up an iron bar and tries to club Tom, who is taken utterly by surprise.

Therefore Sergei has won initiative

Sergei rolls body 3d6 and adds Brawling to the roll  
4d6 minus highest die

6, 4, 5, 1 = 10

Hit

Tom rolls 3d6 under half his body (4.5 rounds up to 5)

4, 4, 2 = 10

He fails to dodge.

Sergei rolls damage (1d3) = 3

Tom subtracts 3 from his Body attribute

Initiative: Sergei rolls 3d6 under Body 12

Tom rolls 3d6 under Mind 15

They both passed, Sergei's is the lowest roll. He wins initiative

Rolls 3d6 under body + Brawl

4d6 minus highest = 12.

He passes

Tom rolls 3d6 under half his (new) body attribute

Rolls 9 over 3

Sergei rolls damage 1d3 = 3

Tom lowers his body attribute to 3. He now very badly injured and is bleeding profusely.

"Touch my daughter again and I'll kill you"

Can you see how ineffective you become as you get injured? Combat is brutal in this game, as in real life.

### *Soul Check*

A soul check is required when you need to see how "spooked" your character is. If your character faces very severe danger, becomes very badly injured or witnesses something truly horrifying.

To take a soul check, roll 3d6 under Soul.

If you fail a Soul check you must remove 1d3 points from your Soul attribute. You must then roll again, if you fail a second time your character is becoming utterly terrified. Your character must be goaded by another party member with a successful soul check on their behalf. If this encouragement fails, you can expend 1d3 points of soul to force yourself to continue

If you do not want (or can't) spend the second 1d3 Soul points, your character either freezes in terror or starts to flee.

Soul recovers with a good night's rest and a warm meal (1d4)





## *Setting*

Earthborne are infected. All of them.

Earth is polluted, desolate and barren. The ones who are left fortify themselves in the neon lit towns and cities. The cities and towns are ruled as independent states, banishment is the ultimate punishment.

The Earthborne are savages in the eyes of the Lunar. Government sponsored emigration to the moon started generations ago. As the earth began to succumb to the effects of over industrialisation, the wealthy fled. They needed skilled workers. They left too.

Earth started to decay, the ones left behind began to die. A virus had broken out. The dead didn't remain dead. The virus makes their corpses rise each night. Hungry and manic they prey upon the living.

Many millions died during the outbreak. A few survived, they had a natural resistance to the virus. Everyone on Earth

has the virus. Most die in the womb, or soon after. The strongest make it into adulthood. Nobody lives beyond thirty.

The Earthborne struggle daily with the virus. It gnaws at their psyche, all succumb eventually.

No one is immune.

The Lunar trade with the Earthborne, exploit them even. Medicine and technology are valuable on earth, as no major industry has survived. The Lunar take minerals and heavy elements mined from earth. Those who control the Mines are wealthy.

The ones who run the Drug labs are wealthiest of all. The Lunar love Earths Drugs.

## *Adventure*

## *Apendices*

### **The difficulty table**

-5	Simple
-4	Very Easy
-3	Easy
+0	Average
+3	Difficult
+4	Very Difficult
+5	Near Impossible

### **Range increment**

Melee  
Short  
Medium  
Long  
Very long

### **Weapons table**

Weapon	Range	Damage
Pistol	Short	1d6+1
Rifle	Medium	2d6
Scoped Rifle	Long	2d6+3
Knife	Melee	1d4
Club	Melee	1d3
Brawl (Fist, Kick, Head etc)	Melee	1d2+1