

DAYS GONE

AN UNOFFICIAL
SAVAGE WORLDS RPG
GAME SETTING



Unofficial RPG Supplement

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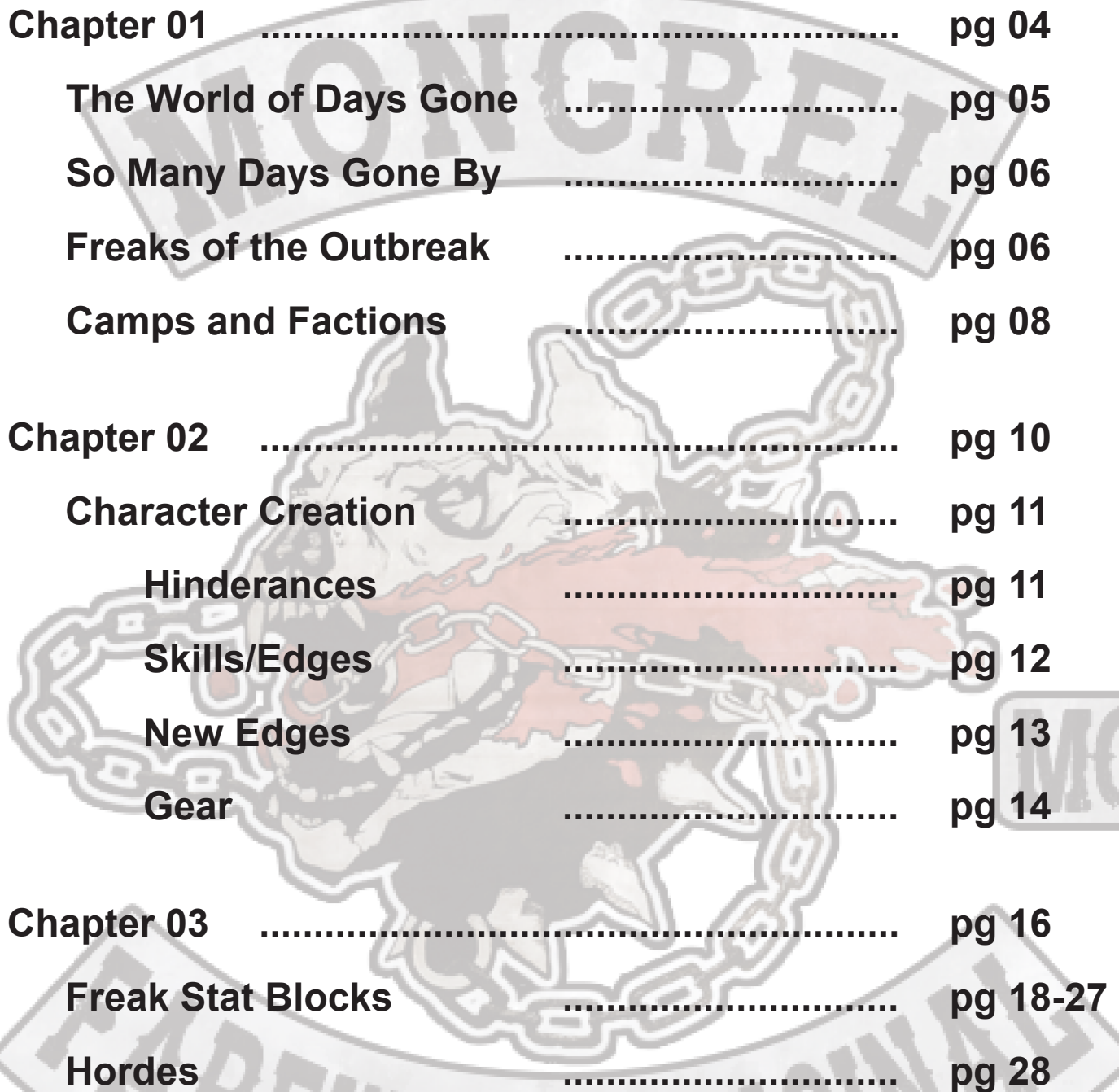
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CHAPTER 01: SURVIVAL OF THE FITTEST

Freakers, that is what we call them. No one is sure what happened, only that some sort of infection from a virus spread amongst people and animals. They changed, mutated into these inhuman things that eat and shit everywhere. Not everyone is infected, some of us have managed to survive, fighting, hiding, or even joining others. Of course, this was at the start of it all, a survivor, food, or one of the freaks.

But even within this niche there are yet even more ways a person fits into the world now. We have settlers, folks who have banded together to survive in small, often

heavily armed, communities. We have people who are more bent on what they can take from those surviving, not caring who they hurt, who they kill, so long as they can take what they want. And then there are the few brave souls who dare to do jobs that others can't or won't do. We call them drifters.

We have all come from somewhere. Some of us were criminals who see redemption in helping others, or opportunities to do what they want. Others are learning to live a new life without the comforts that we once had, or must learn skills that they never possessed.

Of course by the end of the day the question you have to ask is, how will you survive?

THE WORLD OF DAY'S GONE

Day's Gone is a PS4 that came out April 25th, 2019 by SIE Bend Studios, (Located in Bend Oregon, roughly a three-and-a-half-hour drive for me) and published by Sony Interactive Entertainment.

The video game takes place in Oregon, two years after the global outbreak of the freaker virus. It follows the story of Deacon St. John, a former biker gang member who works as a drifter, performing tasks for various camps as a means of surviving. However, he is not alone and is joined by fellow biker brother Boozer. His main goal is to see what happened to the love of his life, his wife Sarah, and through the course of events of the game he discovers not only the origin of the freaks but what happened to his wife.

While the video game takes place in Oregon, using an amalgam of real-life locations, just brought a little closer together, this isn't something one needs to worry about with a role-playing game. The whole world is infected, and most people have fled from towns and cities in favor of smaller communities with handmade forts. Often these are fenced in and make use of natural terrain to provide barriers.

Since the freaker virus was a global pandemic it means that there are so many other places where you can set up your adventure for your players.

Cities are echewed due to the great danger that exists with the massive hordes that lay with in them. Some of these cities have even been the target of military strikes, though a nuclear strikes may have occurred in places around the world.

While survivors have fled to the wild and underground bunkers this does not mean that they are safe away from the cities.



In the wild there are other survivors, some banding together to forge a life of mutual survival. But not all of these groups are benevolent. Some are little more than thugs and rapists, the scum of society banding together to take all they want and burn the rest.

And yet the mosaic of people surviving is still complex and diverse. Some are militersitic, others made of the insane, and there are more that can be combinations and variations of everything.

SO MANY DAYS GONE BY

In this game players take on any number of rolls. The game itself can take place during a few different time periods. The first is in that initial year when the outbreak first occurs. Survival is chaotic and no one has any idea how to handle the freakers. In year zero characters are adults or teens who have yet to develop the necessary skills and talents for fighting off freakers and outwitting the hordes.

Year two is where the game takes place. Here people have developed some techniques and capabilities for surviving. Characters are more skilled, a little more clever, and have at least a minimum understanding of the freakers. In year two, people are often forced to make their own weapons, or get creative in how they deal with the freakers. Gasoline is eventually going to grow scarce, and in some places the wells are dry. The best method of transportation is a motorcycle, or a seriously armored vehicle.

The level of technology is not off from what currently exists. Firearms are common placed, with a mix of standard civilian firearms and military grade weapons. While bullets themselves are no longer made in mass, most communities of survivors have men and women who are skilled at making new bullets and repairing firearms.

To round out their firearms, people have learned to make things like pipe bombs, molotov's, and other traps in addition to augmenting other melee-based weapons to be deadlier.

Electricity is still running in places, thanks to some diligent survivors, either thanks to repurposed solar panels, or knowing where hydroelectric dams are and how to keep them going. There are also gas

generators and solar ones around, so there's a number of ways for there to be electricity, but access to the internet, the web, that is one thing that is gone...unless someone managed to get it all up again.

Communication is possible thanks to radio towers. Cellphones are nothing more than paperweights or just good for the apps that are still on there that don't need an internet connection.

FREAKS OF THE OUTBREAK

The freakers are the creation of living beings becoming infected with the freaker virus. The whole incident started at the Cloverblue Corporation, which had been sanctioned to secretly develop bioweapons under the guise of a bio-botany project. Many of those that worked for Cloverblue were completely unaware of this including Deacon St. John's wife, Sara Whitaker. One of Sarah's coworkers, David Gorman, grew suspicious of what was going on and stole a virus sample from the facility. He then brought the sample to an environmental convention in Portland, OR in an effort to publicly expose the company's activities.

However, David had accidentally infected himself and in turn he exposed and infected people at the convention. These people came from all over the world, and when they returned home the virus went with them. It took only two weeks for the virus to spread and kill more than half of the population and turn an additional sizable number of people and animals into freakers.

People abandoned the cities to escape the growing horde of freakers and moved to wildernesses around smaller towns. The virus had a near 100% infection rate and in the first few weeks anyone under the age of 12, or over the age of 60, died. It functions similarly to the rabies virus but was engineered for a specific outcome.

It makes them hyperactive, feral, and extremely aggressive to those who are not infected, which has led many to believe that those infected have something of a hive mind akin to insects that leave scent trails or use noises. CT scans of the infected reveal that they are functionally brain dead but operate on a more instinctive and primal level like animals.

In humans the virus tends to render them without hair, skin pigmentation, and with a deformed and thin appearance, in most. The virus overrides many of the body's limits making the freakers stronger and faster than normal people. Hands are more claw like due to the thinned appearance of the freaker. Their primary means of harming a person is to bull into them, swinging with their arms and attempt to grab on to the victim and bite. While the freaks are cannibalistic, they are surprisingly actually omnivores and will eat other things.

Freaks also appear to have no sense of pain as it is shown that while standard weapon fire can kill them like any other human, they simply do not feel the pain of the injury and can continue to act normally even with a missing limb.

In addition to the normal freakers, often called swarmers, there are some who have further mutations. There are some called bleachers who are almost completely white in skin pigmentation and are somehow even more durable than other swarmers, though some would argue that the difference between them may just be where you put the bullet. Other mutations include newts, adolescent children (or young teens) that are not very durable and tend to stick with their own kind staying away from the more dangerous swarmers and are over all less active and attack only when they see weakened prey.

Next are the screamers, women who can emit a high-pitched scream that can be debilitating and serve to call nearby swarmers to her, or even a horde if one hears. Following this are the breakers, humans who

have mutated in size becoming swollen due to an unusual interaction between the virus and any steroids that were in the persons system. These bruisers are tough to the point that people can empty clips into them, catch them on fire or explosions and not slow them down.

Finally, of the freaker types known that are a threat to people are the reachers. These are freaks who are fast, strong, and tough, but also smarter than normal retaining some small degree of memory. Unlike other freakers, they have long body hair on their heads, arms and back.

But out of these there is one type of freak that is not seen until the end of the game. But for more on this, you'll have to read further in.

Animal freakers are less drastically mutated. They are primarily made up of predators, notably wolves, and bears, as well as carrion eating crows, and possibly bats. Other animals may also be infected, though it is known that the virus did not seem to leap to make the leap to all species.

Why the virus does not continue to transfer to those that survive attacks of freakers is not something touched on in the game. It is possible that survivors are resistant to the virus, and thus if exposed to blood from the freaks the person won't become infected...or at least they haven't so far.



CAMPS AND FACTIONS



One would think that with the world in the midst of an apocalyptic event that humanity could set their differences aside and work together to survive. But that's not at all what happens. In the game, each encampment of survivors has their own ideals and thus attract people of either likeminded ideals, or just give them a place to be safe... but at a cost.

Copeland's Camp is the first camp you encounter in the game. Run by Mark Copeland, a conspiracy theorist who thinks the government created the virus outbreak. He uses the radio to broadcast his conspiracy theories for anyone to hear. His camp is small, uses the trees, and the survivors there are decent people. He does expect people to pull their fair share of work, and to do as he says as his camp is under martial law (the first sign you see when you arrive tells you as much), but the people there have a bit more freedom than the next camp.

The hot springs camp is the next visit in the game and is run by an older woman named Ada Tucker. While Copeland may have some nutty ideas he spews, his place is peaceful and not over worked compared to what Tucker does. While her camp is larger its people are treated less fairly. She runs a work camp, everyone works, and she is set in stone about this as she was once the warden of a prison. If you are seen not working or breaking for too long her guards will beat or

otherwise punish you for being lax. She is a cold woman, even to a young girl who she used to live next to.

Following some time, Deacon comes to Lost Lake settlement run by a man named Iron Mike. Unlike the other two, Mike is kind and compassionate with good ideals, but he often butts heads with people who would prefer him to not be as peaceful as he is. The place is one of the few places with an actual doctor around, and makes its home on an island with only a few places to access it, including a bog that easily gets freakers stuck in it when they show up. Everyone works and pulls their weight, but life is not so harsh as it is under either Copland or Tucker.

Finally, there were two more encampments in the game around Crater Lake, run by Colonel Matthew Garret. Not only is the militia functioning as a military under Garret but is a harsher work camp and run under the iron hand of the Colonel. He is a former soldier and extremely religious to the point of insanity. As the game progresses, Deacon befriends a Captain Derrick Kouri who runs an outpost for the Colonel, and eventually he comes to see just how insane the Colonel is as he order his militia forces to attack the peaceful camps and settlements.

But while these are just the places in the game that you work for, there are more adversarial factions than them. While the militia does eventually become one you fight against there are yet other foes who are not freakers.

NERO (National Emergency Response Organization) is an agency of the US government that had been tasked with containing the freaker virus outbreak, which they failed miserably at. In the game, NERO is still active and sends well-armed teams out in helicopters to study the freakers. NERO checkpoints exist in multiple places in the game. They are not aggressive toward people,



unless someone dares to approach a research team, in which case they often open fire giving no warning.

The Rippers are a cult run by a man named Carlos. Rippers worship the freakers and seek to be more like them. As such they often take mind altering drugs, cut themselves, kidnap and do the same to others, as well as engaging in rape. In addition to them was another faction called the Anarchists, though bad, they were apparently not as bad as the Rippers, primarily looking to just cause as much trouble as they could while taking what they wanted.

Beyond this there are smaller groups of survivors that are not part of any faction but are simply bad eggs that look to ambush people and take what they want. Deacon is often encountering them, saving kidnaped survivors, and surviving their ambushes.

Some of these survivors set up small camps to make use of fallout shelters, and in a few cases, they have learned to use the freakers as a sort of living trap. (They capture and hang them upside down in a space.)

But with both freakers and dangerous humans running around the outdoors are not as safe as people hoped they would be.



CHAPTER 02: GETTING STARTED

The first thing you absolutely need is a copy of the **Savage Worlds** core rulebook. If you don't have this then this book will do you absolutely no good.

The other things you will need are an array of standard gaming dice (d4, d6, d8, d10, d12, and a 20-sided die). Next you will need something called an Action Deck, which is a standard deck of 52 playing cards which includes the Jokers in it. Finally, you need some tokens to be used as a thing called Bennies.

If you have a copy of the **Savage Worlds** core rulebook then all of these items will be explained in further detail within

the confines of that book if you are new to this game system.

Savage Worlds is a sandbox tabletop RPG that I've found to be best suited for the use of this particular conversion. As a sandbox RPG it is able to conform to the more realistic aspects of the *Day's Gone* setting better than other tabletop RPG's.

As you should keep in mind, this book is nothing more than a guideline and is 100% **UNOFFICIAL**.

CHARACTER CREATION

As mentioned before, there's really two places to start play. If starting a game at the onset of the virus (Day Zero), players will make characters per normal starting character rules, but not using any of the alternative races. Since the game of Days Gone is based upon reality you are only going to be able to play humans.

Depending on the level of skill in the Day Zero game, players can have characters that either have 0 advances, or up to 2 advances but are still in the Novice rank.

If playing in the year 2 characters should start at the Seasoned rank of advancement. By year 2 most people have done a lot to survive, developing decent combat and survival skills. It is conceivable that younger survivors, would not be at this rank, but as young survivors are rare it is more likely that they still fall into the Seasoned ranking.

HINDERANCES

There are no hinderances that cannot be chosen for the setting, nor are there any new hinderances for the setting. But there are some notes that are important for some people to understand.

Being BLIND is a massive hinderance that does not bode well for survivors. People who are blind that have survived are limited to encampments where they can be cared for. The outdoors are not safe, and while they may have heightened hearing, this won't save them from obstructions like trees or damaged roads where portions of the road have fallen into sinkholes or been washed away or blown up. While freakers are far from quiet it would be impossible for a blind character to escape on their own.

People with mobility disabilities will

face some problems. First, they are not commonly placed as day zero would have seen nearly all disabled people were killed by the freakers. Of course, this doesn't mean everyone was, it's likely that there were a few who were cunning and skilled enough to get by. But your typical disabled person, without any special gadgets or modifications to their wheelchairs will easily get caught by freakers. As such those few who have managed to survive have done so by being ingenuitive a not relying on any normal form of assistance in moving.

More often than not, survivors that are disabled are often missing a limb, like an arm or a leg. In the game Boozer is the victim of a Ripper attack where they use a blowtorch to burn off the tattoo on one of his arms. This eventually becomes infected and has to be removed to save the man's life. While he can no longer ride a bike (well as it is), he does get some tools to use as a prosthetic that does not take away from how dangerous Boozer can be.

Game master note, if a player wishes to play a character with a disability be sure to work with them on how they can function normally in the world. Yes, there may be additional difficulties for them, but the idea is to limit these to events that would logically apply and are not deliberate acts of targeting that character.

SKILLS

For the most part, all skills are available and function as you expect them to. There are some skills that aren't used in this setting. Focus (Spirit), Occult (Smarts), Psionics (Smarts), Spellcasting (Smarts), and Weird Science (Smarts), are not used since there are no special powers, or occult things, or odd science stuff in the game.

Most of the things in the game either rely on normal knowledge of science, the wilderness, or mechanical expertise. These three skills are important for understanding how to make chemical compounds, like explosives or gunpowder, or how to hunt or forage for food in the wild or fixing your motorcycle and modifying equipment or

making traps.

EDGES

Like with skills, there are a number of edges that are not appropriate for the setting. Bellow is a list that shows what edges are not used and the reasons why. Keep in mind that while the setting of Day's Gone itself lacks things like magic, super powers, and other such things doesn't mean you can't make your own changes and adaptations.

Background Edges	Explanation
Arcane Background Arcane Resistance Improved Arcane Resistance Improved Arcane Resistance	Magic does not exist in this setting.
Aristocrat Fame Rich Filthy Rich	Money, privilege, celebrity, and the elite social circles just don't exist anymore with the breaking of society by the freaks.
Power Edges	Explanation
None of the edges in this category are used in this setting.	
Social Edges	Explanation
Streetwise	This edge has no applicability in this setting as society is greatly altered.
Wierd Edges	Explanation
Beast Bond Beast Master Champion Chi	This edge has no applicability in this setting as society is greatly altered.

NEW EDGES

Below are new edges that are specific to this setting.

Freak Killer

Requirements: Seasoned, Smarts d6+

Freak killers have spent some time learning about the freaks, observing them, learning their patterns of behavior or even learning from others who have seen or discovered things about the freakers. You are able to easily identify different types of freakers as well. You deal a +2 to damage rolls against freakers, +4 if the freaker is Vulnerable or you have The Drop.

Freak Slayer

Requirements: Veteran, Freak Killer

Freak Slayers are masters at killing freaks, able to do so with greater skill than others. When You gain a +1 to attack rolls against only freakers, and you deal an additional +2 damage against them (adding to the benefits of the freak killer).

Scrap Modifier

Requirements: Seasoned, Smarts d6+

The character is keen to modify and use things in their environment in creative ways to assist with their survival. You know what to look for amongst materials, and parts in the environment to assist you. You have a +2 to applicable skill rolls when scavenging for useful parts for fixing/repairing/modifying things. An example of this includes scavenging a filter to use as a silencer for a pistol or rifle, or turning a bat into a spiked club, or finding the stuff you need to make a molotov cocktail. Once you find the necessary parts you may also apply the same bonus to applicable skill rolls for making the modifications.

Apocalypse Survival

Requirements: Seasoned, Fighting d6+, Shooting d6+, Repair d6+, Survival d8+

The character has been out in the muck, surviving the hordes, the dangers of the wilds, and the dangers of other humans. You have a +1 to Notice, Stealth and Survival rolls regardless of the environment you are in as you have been out in it all and know how to keep quiet and track sounds and movements in your environment.

Horde Killer

Requirements: Veteran, Fighting d8+, Shooting d8+

Fighting an entire horde is no mean feat and requires nerves of steel. You know how to maximize every shot, how and when to use explosives and other environmental attacks to maximum effect. When shooting with a firearm on a horde you gain an additional die of damage against the horde. If using a thrown explosive device (like a grenade) you also increase the damage a single die. If you can break the horde up and take on individuals or small groups in melee combat then you also may increase the damage done by one die. For a group of freakers to be considered a horde they must be made up of more than 5. (For more on freaker hordes see the enemy stat block later.)

GEAR

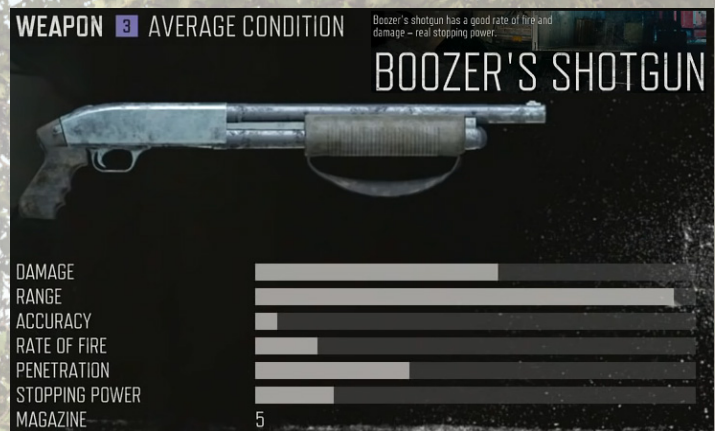
Players starting in Day Zero should start with the normal amount of equipment (as noted in the core rule book). But at year 2 players should be allowed to have a motorcycle, one two-handed firearm, a pistol, a knife, and maybe one other weapon. Additionally, the players will either be a part of a settlement, or maybe have their own thing going (like Deacon & Boozer) with a small fort set up that is safe from the freakers where they venture out to help other settlements but aren't tied to any of them.

In addition to all of the normal equipment there are also some NERO based gear floating around in the game. These come in the form of NERO injectors that increase the character's Health, Stamina, and Focus. However, in this game, with this system, these injectors would function far too powerfully and shouldn't be brought into a tabletop RPG system like Savage Worlds.



Instead the Nero Injector can be used as a method for PC's to either gain temporary bonuses with the use of drug cocktails, or as a means of healing an injury.

Bonuses given should be between either a +1 or a +2 to an applicable attribute, lasting 24 hours.



Firearms, and other modern equipment can be found in this setting with a modicum of ease both on Day Zero, and two years later.

During Day Zero, military weapons won't be that plentiful, but this will change as time goes on. This is not only due to hordes over running military bases and leaving them empty, but also due to soldiers going against orders and arming civilians to help fight back against the hordes.

In the second year, camps and even individuals have come to make small stockpiles of firearms for not only their own use but to trade or out right sell them. By this time people have largely learned how to live off the land.

Crossbows, and bows are highly wanted as the ammunition is largely recoverable, and easier to make. Melee weapons are always important, with many people learning to modify these weapons to be more dangerous by attaching spikes, barbed wire, or saw blades to them. The modification can grant a +1, +2, or even a change in die type for damage. Like adding a saw blade to a bat essentially makes it like an axe, so it's easy to simply use the stats of an axe when modified.

As for degrading durability like in the game, well this isn't a video game, so it's best just not use this and rely on normal item durabilites for this game system.

STORYLINE REWARD

STORY JOB

1,500XP
5,163/6,550

79

CRAFT RECIPE
SPIKED BAT



× CONTINUE

NEW OBJECTIVE

RETURN TO YOUR BIKE WITH RIKKI

THEY DON'T LIKE VISITORS

90%



7 20





CHAPTER 03: THE HORDE YOU KNOW

There are two age old adages that pertain to the world of Day's Gone. The first is:

SURVIVAL OF THE FITTEST

The second is:

KNOW THY ENEMY

Many good survivors, like Deacon St. John, take time to study the freaks, to pick up on their habits, and to observe the hordes. By knowing about what freaks there are, and where the hordes hole up during the day, a survivor or group of survivors drastically improve their odds of survival.

One of the problems survivors face is infection. The freaker virus operates like the rabies virus in how it is transmitted during the 2nd year time frame. During the time when it initially spread it is not known exactly how it had spread, if it had been airborne or passed on via blood and bodily fluid transfer. It is believed that in the early stages of exposure the virus had been airborne, but eventually mutated once the people exposed began to mutate. The gestation period of the virus is two weeks, during which time the body undergoes genetic mutation to turn a person into a freaker.

Simply getting blood on one's self from a freaker won't cause one to become infected. Being bitten by them is one known method of infection. Getting blood or bodily fluids ingested is another. Fluids sprayed in the eyes and not flushed out right away will also cause infection.

Once infected the person's immune system can still potentially fight it off. Over the course of a week the character must make 3 Vigor checks. If you fail 2 of these checks in a day, then you automatically fail the third. Failing the majority of these checks over the week will cause your character to begin to undergo the mutation.

Mutation starts with the slow loss of mental capabilities as the person's higher mental functions degrade. This reduces them, mentally, to something equivalent to that of an animal. They are not calm creatures either but act as if they were an animal infected with rabies. This takes only a few days to occur fully. Once this happens the person is effectively a freaker, though the physical changes take more time to fully occur as the body's metabolism is greatly accelerated. They do not feel pain, though they can be killed just like a normal person, though a normal person who can continue to live despite certain types of lethal injuries. The mutation of the body has it cannibalizing its stores of body fat and moisture which causes the skin to grow taught over the body and give a gaunt deathly look.

Freakers exist in a limited number of varieties. All freakers leave a scent trail that is made up of their own defecations and their own pheromones. Freakers communicate with each other via shrieks and howls as well as pheromones. They also make nests out of various materials, much like birds where they are able to shut out day light and rest. These nests are easily identified by the smell, which typically can be smelt by anyone several hundred feet before they are seen. However, these nests are often extremely flammable as

they are built within dwellings like houses, caves, and such. Each nest often holds three to five freakers depending on their size. The nests themselves are made up of mostly dry grass, branches, and excrement from the Freakers, who simply go whenever they want, regardless of wearing clothing or not.

Not all freakers abide to a day/night cycle, but all do rest at some point. Additionally, the weather affects how most freakers act. An unusual thing about some freakers is that some exhibit rare acts of intelligence, some having put on cleaner articles of clothing which makes some NERO researchers wonder if freakers still possess some memories of who they were, but in only a vague sense. Finally, freakers are affected by the weather to some degree.

The following are stat blocks for all types of freaks that the player characters can encounter. Keep in mind that you are welcome to create your own variants of these. Additionally, do not confusing freakers with the undead. They are still living beings, and there is the potential that they can be cured of their affliction.

SWARMER

These are the most common type of freak. Their skin is pale but does retain pigmentation. Devoid of most of their body hair, though some swarmers (mostly women) retain some hair on their heads in patches. Swarmers are physically strong and tough. They attack with powerful swipes of their arms, as well as grabbing onto a person and attempting to bite into them. They react with other swarmers and form the basis of any horde. Swarmers can be found either alone, wandering about looking for food, or falling in with other swarmer's to eventually gather into a horde. As a horde, swarmers function as if they have a hive mind. When one detects something, all of the horde become alert and zeroes in on the source of attention.



ATTRIBUTES

Agility	Smarts	Spirit	Strength	Vigor
d6	d4(A)	d4	d6	d6

SKILLS

Athletics d6, Fighting d6, Intimidation d6, Notice d4

Pace

Parry

Toughness

6

5

7

Special Ability

Description

Fearless

Freakers are immune to Fear and intimidation

Freak

+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.

Frenzied

Freakers have no sense of self preservation. When attacking a target, unless attempting to grapple, the swarmer will always perform a Wild Attack (pg 109, SW CRB).

Special Ability

Description

Bite/Claw

Strength

Weather Susceptible

Weather affects some freaks differently.
Rain: Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured.

Snow: Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls).

Heat: (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat.

Day/Night Cycle: Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).

Weakness

The virus's mutation of the freaker's body reacts poorly to heat from fires causing them to catch fire easily. Fire based attacks deal an additional +4 damage.



Special Ability	Description
Horde Bond	Swarmers hoot and howl and emit a pheromones for communication. If more than 5 freakers (often swarmers or bleachers) come together they form a small group, or if 10 they are a small horde. This increases the Notice die type rolled from 1d4 to 1d6. (A full Horde follows other rules.) However, these small groups/hordes can break up and dissipate as these free roaming swarmers/bleachers lack a further mutation that inclines them toward being a part of a horde.

BLEACHER

These are a variation of swarmer that are always devoid of body hair and possess skin with no pigmentation. Bleachers are stronger and tougher than swarmer's and can often be found mixed into hordes. Bleachers are often seen to be all males.

ATTRIBUTES				
Agility	Smarts	Spirit	Strength	Vigor
d6	d4(A)	d4	d8	d8

SKILLS
Athletics d6, Fighting d6, Intimidation d6, Notice d4

Pace	Parry	Toughness
6	5	8

Special Ability	Description
Fearless	Freakers are immune to Fear and intimidation

Special Ability	Description
Freak	+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.
Frenzied	Freakers have no sense of self preservation. When attacking a target, unless attempting to grapple, the swarmer will always perform a Wild Attack (pg 109, SW CRB).
Bite/Claw	Strength
Weakness	The virus's mutation of the freaker's body reacts poorly to heat from fires causing them to catch fire easily. Fire based attacks deal an additional +4 damage.
Horde Bond	Swarmers hoot and howl and emit a pheromones for communication. If more than 5 freakers (often swarmers or bleachers) come together they form a small group, or if 10 they are a small horde. This increases the Notice die type rolled from 1d4 to 1d6. (A full Horde follows other rules.) However, these small groups/hordes can break up and dissipate as these free roaming swarmers/bleachers lack a further mutation that inclines them toward being a part of a horde.

Special Ability

Description

Weather Susceptible

Weather affects some freaks differently.

Rain: Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured.

Snow: Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls).

Heat: (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat.

Day/Night Cycle: Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).



ATTRIBUTES

Agility	Smarts	Spirit	Strength	Vigor
d6	d4(A)	d4	d4	d4

SKILLS

Athletics d4, Fighting d4, Intimidation d4, Notice d4, Stealth d6

Pace	Parry	Toughness
6	4	6

Special Ability

Description

Fearless

Freakers are immune to Fear and intimidation

Freak

+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.

Opportunist

When attacking an unsuspecting opponent, the newt has a +2 to their attack and damage.

Clinging Climber

+4 to athletics checks to climb surfaces, can climb surfaces that lack appropriate hand holds, including otherwise shear surfaces.

NEWT

These are freakers that used to be adolescent children/young teens. They act differently from other freaks in that they are skittish, and often like to hide high up. Newts possess an unusual aptitude for climbing which is part of the reason for their names, based upon lizards. In a fight they are opportunists, attacking when they think a target is weak or when they have the advantage. While most prefer to be atop roofs, they also will make homes inside of buildings and cave. They are often preyed upon by other freakers as they are weaker than them and seen as food when no other source is around.

SCREAMER

These are women possessing stark white hair and pale skin like most swarmers. Their hair is the primary means of spotting them. Their jaw is functionally different from other freakers in that they are able to open their mouths far wider than others. Screamers are also skinnier and more emaciated looking than other swarmers. There are a number of reasons why screamers are considered more dangerous than most other freakers. Screamers possess better hearing than other freakers and can stand incredibly still and be silent so they can listen for sounds. The danger in facing them is their sonic scream that is debilitating to anyone caught within the area affecting it. Moreover, this scream will call other freaks to her location.



ATTRIBUTES

Agility	Smarts	Spirit	Strength	Vigor
d6	d6(A)	d8	d4	d4

SKILLS

Athletics d4, Fighting d4, Intimidation d8, Notice d6

Pace	Parry	Toughness
6	4	6

Special Ability	Description
Bite/Claw	Strength
Cowardly	Newts will not risk their wellbeing to attack an opponent openly or engage with larger more dangerous freaks. As such they act as scavengers and pack hunters as smaller predators.

Weather Susceptible	<p>Weather affects some freaks differently.</p> <p><u>Rain:</u> Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured.</p> <p><u>Snow:</u> Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls).</p> <p><u>Heat:</u> (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat.</p> <p><u>Day/Night Cycle:</u> Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).</p>
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Weakness	The virus's mutation of the freaker's body reacts poorly to heat from fires causing them to catch fire easily. Fire based attacks deal an additional +4 damage.
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Special Ability	Description
Fearless	Freakers are immune to Fear and intimidation
Freak	+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.
Frenzied	Freakers have no sense of self preservation. When attacking a target, unless attempting to grapple, the swarmer will always perform a Wild Attack (pg 109, SW CRB).
Fear	Screamers are inherently an imposing and fearful sight. The sight of the screamer can be daunting up close. When a target is within the Large Blast Template of the screamer, they must make a fear check.
Bite/Claw	Strength
Heightened Senses	Screamers have a better sense of hearing than most, having a +2 to Notice checks based on hearing.
Sonic Scream	Screamers can bellow a sonic attack affecting anything around them. Targets within a Medium Blast Template must make a Vigor roll. If they succeed, they can act normally. If they fail, then they are Stunned (page 106). If a target is outside of the Medium Blast Template, but within a Large Blast Template, then they still make a Vigor roll, but should they fail they are considered Shaken. Screamers can only emit this attack every so often. After its use, the screamer must wait 1d4+1 turns before they can emit the scream again.

Special Ability	Description
Weather Susceptible	Weather affects some freaks differently. <u>Rain:</u> Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured. <u>Snow:</u> Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls). <u>Heat:</u> (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat. <u>Day/Night Cycle:</u> Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).
Weakness	The virus's mutation of the freaker's body reacts poorly to heat from fires causing them to catch fire easily. Fire based attacks deal an additional +4 damage.

BREAKER

These freaks are a mutation that occurs with men and women who produced a lot of testosterone or were using steroids. Breakers are walking tanks, able to take a lot of damage and are far stronger than other freaks. Breakers stand apart from other freaks, only working with other breakers, and have thus been seen attacking other freakers, including hordes, when they are angry or hungry. The default temperament of breakers is enraged, and they will charge and their targets, smashing them to the ground so they can pick them up and slam them around until they die. They are easily strong enough to rip limbs off targets they have at their mercy. But as tough as they are, a shot to the head is still lethal. Unlike other freaks, breakers are not as emaciated others and are less susceptible to the use of fire.



ATTRIBUTES				
Agility	Smarts	Spirit	Strength	Vigor
d6	d4(A)	d4	d10	d10

SKILLS
Athletics d10, Fighting d8-1, Intimidation d6, Notice d4

Pace	Parry	Toughness
6	5	9

Special Ability	Description
Fearless	Freakers are immune to Fear and intimidation
Freak	+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.

Special Ability	Description
Frenzied	Freakers have no sense of self preservation. When attacking a target, unless attempting to grapple, the swarmer will always perform a Wild Attack (pg 109, SW CRB).
Berserker	Breakers are easily enraged and attack anything that moves that is not a fellow breaker, even then they may still attack in the course of already fighting. Breakers deal an additional die type to Strength with damage to unarmed attacks (not bites). If their melee attack misses and other freakers are adjacent to the target, then the roll hits them instead. If it is another breaker then they must make a Smarts roll to avoid not attacking back on their turn.

Special Ability**Description****Tear it Off**

Breakers are immensely strong, strong enough that they can lift a man with one hand or rip an arm right off the body. If the breaker has a target pinned, they can attempt to rip an appendage off a target. This is treated as a Called Shot to a limb and is an opposed Strength roll. If the breaker wins then the target must make a Vigor roll. If failed, damage is rolled. If the damage exceeds the target's Toughness and deal a Wound of damage then the limb is ripped off, inflicting an injury on the target. If the damage does not inflict a wound, then the process is repeated the following turn. If the target is incapacitated, then the breaker automatically succeeds in doing this.

Weighty Swing

Breakers have a lot of physical power behind their melee attacks. When making a normal unarmed melee attack add a d6 to the damage. However, because they put their weight into an attack it is telegraphed to a degree imposing a -1 to their Fighting skill roll.

Hardy

If Shaken, another Shaken result will not cause a Wound.

Bite

STR + d4

Special Ability**Description****Weather Susceptible**

Weather affects some freaks differently.

Rain: Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured.

Snow: Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls).

Heat: (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat.

Day/Night Cycle: Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).

REACHER

The next type of freaker is a more dangerous and evolved type. They are fast, strong, durable, and smarter than normal freaks. These freaks are capable of running at high speeds, roughly 40mph, and possess slightly elongated arms. They have hair over their body, giving them a more animalistic look. They hunt in solitude and stalk prey with much more cunning. Reachers are also able to notice when people are shooting at them and will actively try to avoid being shot at.



ATTRIBUTES				
Agility	Smarts	Spirit	Strength	Vigor
d8	d4(A)	d4	d10	d10

SKILLS
Athletics d8, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace	Parry	Toughness
10	6	9

Edge
Alertness

Special Ability	Description
Fearless	Freakers are immune to Fear and intimidation
Freak	+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.
Bite/Claws	STR + d4
Speed	d10 Running Die
All Out	Reachers have the ability to reach a top running speed of 40mph when they push themselves to it.

Special Ability	Description
Pounce	Reachers pounce on their targets to best knock them to the ground and make them an easier target. If the Reacher can leap at least a few feet and makes a Wild Attack, it adds a +4 to damage instead of a +2.



Special Ability	Description
Weather Susceptible	<p>Weather affects some freaks differently.</p> <p><u>Rain:</u> Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured.</p> <p><u>Snow:</u> Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls).</p> <p><u>Heat:</u> (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat.</p> <p><u>Day/Night Cycle:</u> Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).</p>

Animal Freak	Description
Runners	These are wolves that have mutated to become tough and extremely fast threats to survivors. They have been known to keep up and even outpace motorcycles.
Ragers	These are bears that have been mutated becoming creatures that are just as dangerous as breakers, only in bear form.
Criers	These are crows that have been mutated from eating the infected flesh of freakers. They fly in packs and will actively attack anything moving. Unlike other animal freaks, criers still build nests, only larger to accommodate other criers. If the nest is destroyed the criers often fly away to look for other prey and nesting grounds.

The stats for these animals (or close approximations) can be found in the Savage Worlds core rule book. To make these, or other animals, into freak types, then add the following:
 (Note, pack animals still work together, as do birds that form flocks.)

Special Ability	Description
Fearless	Freakers are immune to Fear and intimidation
Freak	+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.
Frenzied	Freakers have no sense of self preservation. When attacking a target, unless attempting to grapple, the swarmer will always perform a Wild Attack (pg 109, SW CRB).

ANIMAL FREAKS

It's never explicitly stated in the game as to how the virus was able to jump species, but it did. It's also never mention if all animals were affected, or just certain species. The virus did affect some animals and has worked on them like a much worse version of having rabies. Those infected are dangerous, highly aggressive, and often showing some outward signs of infection like loss of fur, lesions on the body, and lack of an ability to sense pain. These animals are solitary threats, save for birds who tend to stay in flocks.

Special Ability **Description**

Weather Susceptible

Weather affects some freaks differently.

Rain: Freaks suffer a -2 to their Notice rolls when it is raining and are more active as the sun is obscured.

Snow: Freaks are more agitated and active in the snow, hitting harder (+2 damage), but also have difficulty seeing when it is snowing or in the snow (sight distance is reduced to 30ft, -1 to Notice rolls).

Heat: (Note, this is pure conjecture as it is not an official part of the video game.) Freaks are slower in the heat (temperatures higher than 90 degrees F), seeing their movement reduced to 5. They also suffer a -1 to Agility based skills and attribute checks in the heat.

Day/Night Cycle: Freaks are mainly nocturnal, coming out from their dens mainly at night. During the day they tend to be less active and stick to shaded places, but many freaks tend to rest during the day (especially if they are a horde).

Weakness

The virus's mutation of the freaker's body reacts poorly to heat from fires causing them to catch fire easily. Fire based attacks deal an additional +4 damage.



THE HORDE

One of the biggest threats to anyone person or small group are the hordes that wander the land. Hordes often migrate between places that are feeding grounds, water sources, and structures they infest to wait out the day. Most of a Horde is made up of swarmer with bleachers mixed in. Occasionally a screamer may wander in and be around a horde, but they are not ever actually apart of one. The same goes for breakers, who typically turn hostile toward hordes.

Hordes make use of some unique rules, and not the Mass Battle rules but they do borrow a bit from them. This is due to the fact that these battles are often not fought by armies, but individuals or small groups.

ATTRIBUTES

Agility	Smarts	Spirit	Strength	Vigor
d6	d4(A)	d4	d6	d6

SKILLS

Athletics d12, Fighting d12, Intimidation d12, Notice d10

Pace	Parry	Toughness
6	5	7

Note: The ability scores present above are only for individuals and are not representative of the horde. A horde token (see below) does not function as a single entity, as such the skills are the more important part of the horde, though if needed, the above ability scores can be used for the horde token.

Special Ability	Description
Tokens	<p>Hordes are made up of tokens. Each token is worth 5-20 freaks. In the game, the smallest horde is made up of 25 freaks while the largest is 500. The token also has a size, as in how much area they take up, this is handled via the blast size templates.</p> <p>Small sized horde tokens are 5 to 10 freaks.</p> <p>Medium sized horde tokens are 10 to 15 freaks.</p> <p>Large sized horde tokens are going to be 15-20 freaks.</p>
General Awareness	<p>Hordes react to any one of its own that may see something. It is a hive mentality and they immediately move in on what was perceived. This is not done with any intelligence and is purely reactionary. This can make it hard to sneak up and stay hidden from a horde, but it also can make it easy to plan and set up traps and methods for dealing with them.</p>
Fear (-2)	<p>Hordes are horrifying sights to face down and requires a fear check to be made.</p>
Movement	<p>A horde moves either enmasse or as their smaller token groups. This allows players to potentially whittle down a horde by dealing with the smaller parts. Their movement is based on the swarmer. Horde tokens can intermix and overlap each other as the freaks. The pace of a any token in the horde is 6.</p>

Special Ability	Description
Attacking	<p>Hordes attack in mass. They can be lured into having individuals or smaller groups broken away from the rest, allowing an individual or small groups to deal with the horde in different ways. When attacking, a horde swarms a target or targets. Players will generally have to deal initially with the front runners of the horde. Hordes attack in the following fashion:</p> <p><u>Bludgeon/Claw:</u> 3d6 melee attack, per token if a small sized token, or 4d6 if a medium sized token, and finally 5d6 for a large token.</p> <p>If at the edge of the token's area, (adjacent to the target), then damage is instead only 1d6.</p> <p>Horde tokens can make melee attacks against target adjacent to them on their turn, or all targets that they have engulfed.</p>
Defenses	<p>Hordes have no defense against harm other than the sheer amount of effort it takes to kill a horde. Small horde tokens take a 4 to hit with ranged attacks. Medium and large horde tokens need a 2 to hit with ranged attacks. Hordes also are at a -2 to their parry scores, and effectively have a parry of 4. Finally, there is the toughness of a horde. Horde tokens all have a toughness of 8 reflecting that not only do hordes inclusion of bleachers, but the sheer number of what's present.</p>

Special Ability	Description
Taking Damage	<p>Horde tokens have essentially the same ability to take damage as normal opponents with some additional rules. First, hordes suffer no penalties for taking wounds. Second, hordes tokens cannot be shaken. Third, each horde token can take more wounds than normal enemies. The number of wounds that each size of horde token can take is based upon how many freaks are in each token group x2. So, if a small group of freaks is present, made up of 5 freaks then it has 10 wounds. As dangerous as hordes are for this, they are more susceptible for other forms of damage. Firearms that have a rate of fire of 3 or more get add an additional die of damage to what the weapon deals. Explosives and other area affecting attacks deal an additional die of damage.</p>

SPOILER WARNING

If you have not played the video game and wish for the end of the game to remain a secret then avoid reading this. If you print this out, place a sticky note over this to avoid reading anything.

Still here?

Once you beat the game, a big secret is revealed regarding the freaks, that they are evolving, changing, can outlast humanity as they are omnivorous and some have shown signs of some intelligence and retention of something in the ways of memory. But this is only a small reveal to the final type of freak that you only meet at the end of the game after your final meeting with NERO operative, O'Brian. There are intelligent freaks, ones who fully retain who they are, and they are apart of NERO.

If you are looking a wild card freak, these are your go-to enemies...or allies. These are individuals who are built like any wild card based opponent, with the following items of note:

Attributes: Ensure that Agility, Strength and Vigor at at a minimum a d8.

Special Abilities: Intelligent freaks have only the "Freak" and "Weakness" special abilities.

Do note that this is all speculation at this point regarding the intelligent freaks as nothing definitive has been released about them, and only the one game has been made.

Considering the actions/reactions of O'Brian, it is safe to assume that intelligent freaks like him do feel fear and are not affected by the weather any more than a normal person is. However, they are still quite tough, and it is only guessed that they also maintain

a susceptibility to fire. This may change if a sequel to the game is made that will explore the intelligent freaks and their abilities.



MONGREL

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FAREWELL ORIGINAL



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Freakers own the world, people huddle together, fight each other, and try to survive a world that turned dangerous overnight.

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