

the butcher

THE CARCASS



a game of post-apocalyptic community by jim pinto

butcher

The butcher carves flesh. He or she butchers animals, dries meat, inks bodies with tattoos, and sometimes even ‘farms’ flesh — when times are lean. Everyone needs to eat, so butchers become vital members of any tribe they are in. All butchers begin play with the perfect carving implements for the task and two additional drama points. In addition, whenever a butcher spends one drama point to end a scene, he or she decides which player receives the drama point.

Who* have you eaten in order to stay alive?

Who were you ordered to butcher (but never did) by the previous leader?

Who in the tribe thinks your role is soldier? Why?

Who do you make sure is well-fed?

Who have you served human flesh to without them knowing?**

Anytime the butcher rolls dice on an action related to cutting or curing flesh, he or she rolls on the butcher action chart. All other rolls are made on the butcher fight chart or general action chart.



butcher action chart

Roll	Value
2	Failure. Trepidation.
3-5	Failure. Tainted.
6-7	Minimal Failure.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

butcher fight chart

Roll	Value
2	Failure. Trepidation.
3-4	Failure. Stymied.
5-6	Minimal Failure.
7	Press on.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6	Minimal Failure.
7	Minimal Success.
8	Minimal Success. The Bargain.
9-11	Success.
12	Overwhelming Success.



the carcass: butcher

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This is an expansion role to *The Carcass* roleplaying game.
The Carcass is Book 4 in the *GMZero* series.

new action results

Tainted. The action leads to the character feeding tainted food to people or otherwise getting them sick from your work. If there is already trepidation over this issue, the issue escalates.