

the cipher

THE CARCASS



a game of post-apocalyptic community by jim pinto

c i p h e r

The cipher has an empathic or psychic connection to a single animal. He or she can talk to the animal or sense its emotions; see through its eyes or know what is around. A cipher does not openly reveal his or her power to the tribe, but he or she seems to have an uncanny sixth sense about danger. A cipher begins play with one animal companion, which is played by the foil. In addition, the cipher carries some kind of animal containment device (i.e. shock collar) and a sidearm.

Who* are you expected to marry before the end of the year?

Who knows about your gift?

Who thinks feeding your companion is a waste of food?

Who was bit by your companion?

Whose thoughts have you read?**

Anytime the cipher rolls dice on an action related to the animal companion, he or she rolls on the cipher action chart. All other rolls are made on the cipher fight chart or general action chart.

Note: This is a complicated role. In scenes with numerous characters, the foil is now responsible for playing his or her own character as well as your animal companion. The foil has the right to say no.



cipher action chart

Roll	Value
2	Failure. Guilt.
3-4	Failure. Backlash.
5-6	Minimal Failure.
7-8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

cipher fight chart

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

general action chart

Roll	Value
2	Failure. Trepidation.
3-4	Failure. Stymied.*
5-7	Minimal Failure.*
8-9	Minimal Success.
10	Success.
11-12	Overwhelming Success.

* Foil may spend one drama point



the carcass: cipher

words by jim pinto

art by Michael Phillipi

graphics and doodles by jim pinto

proofing and assistance by Tobie Abad, Diana Kwolkoski Stoll,
Martijn Tolsma

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

new action results

Backlash. The action fails, leading to an emotional or psychic backlash.
This problem could worsen (i.e. trepidation) if others witness the act.