

the firefly

THE CARCASS



a game of post-apocalyptic community by jim pinto

firefly

The firefly is a master of chemistry and the lethal use of said chemistry. He or she works with any number of residual and homemade chemicals to create bombs, gases, and toxins (to name a few). A firefly works best when he or she has a steady supply of raw materials, including storage containers. A firefly begins play with one fresh wound and one long-lasting scar as well as one additional drama point. A firefly must always have at least one extended action plan in the works, though he or she is not required to always be working on it.

Who* gave you your scar?

Who keeps his or her distance from you?

Who blames you for the tribe's dilapidated security?

Who can you count on, even if they can't always count on you?

Who do you steal components/rations/water from?**

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



firefly action chart

Roll	Value
2	Failure. Boom.
3-5	Failure. Hiss.
6	Minimal Failure.
7	Press On.
8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

firefly fight chart

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

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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

Boom. The action leads to a deadly mixture of components, resulting in an explosion. The severity of the explosion is contingent upon how many drama points the foil spends, with 0 being extremely painful and 3 being the death of numerous people.

Hiss. The action leads to a deadly mixture of components, resulting in a toxic emission. At least one person is severely injured by the action and trepidation follows.