

the spiker

THE CARCASS



a game of post-apocalyptic community by jim pinto

spiker

The spiker is a troubleshooter and problem-solver. The spiker works in the nebulous space between a hatchet and a welder. He or she takes on the difficult tasks that no one else wants to do. But they do not work alone. All spikers begin play with one NPC helper, either a drone, expert, welder, or wrecker. This NPC is in addition to any NPCs that already exists in the game. The spiker has a good rapport with this NPC. In addition, a spiker may always spend three drama points to direct an additional scene.

Who* was forced out of the tribe so you could join?

Who do you view as your sidekick?

Who views you as his or her sidekick?

Who creates more than his or her share of problems?

Who needs to leave the tribe before things spiral out of control?**

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



spiker action chart

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

spiker 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.*
6-7	Minimal Failure.*
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.



the carcass: spiker

words by jim pinto

art by Earl Geier, 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

Confliction. The action (or plan of action) leads to tension between the character and his or her sidekick OR another character relevant to the action. [Think of it as divisive points of view.] If there is already trepidation over this issue, the issue escalates, affecting at least one character and one NPC in the tribe.

Copyright 2014 © post world games and jim pinto.

Stake artwork © 2014 Earl Geier, used with permission. All rights reserved.
There is no open source system data in this product.