

# Survival Pages

Citizen Survival Document DS-5018 Version 2.6

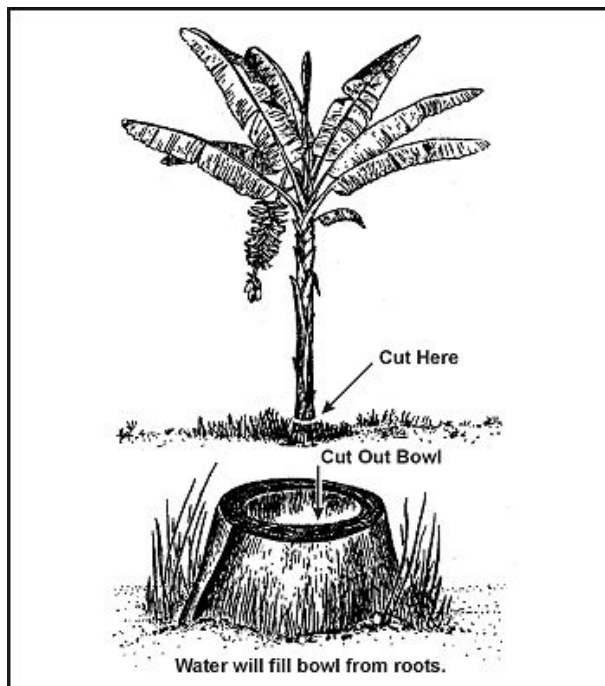
In light of the recent Mists outbreak, all citizens have been provided with a simple but effective survival packet. The pages contained in this packet will teach you how to best protect yourself and those you love from The Mists. You are going to be alright and you will survive. One day, things may even get better.

Here's the information we know:

1. The Mists are not the light grey fog we are familiar with, but have a dark maroon tinge, appearing black in the night.
2. The Mists cannot persist in a warm, dry, or brightly lit enclosed area, no larger than 1000 ft square. Once a part of the Mists are cut off from the main body outside, it will soon dissipate harmlessly into the air.
3. The Mists seem to avoid those who "burn with passion." This isn't fully understood, but it seems that the "will to live" is enough to keep the Mists at bay. Once a group or area becomes full of mostly hopeless or frightened individuals, the Mists consume.
4. Those consumed by the Mists are transformed and changed into....something. 'Zombies', people call them, but it's impossible to say for sure.
5. During the night is when the mists are the strongest, but it's during the day that those "consumed" by the mists are active.

The following pages contain guides and advice you need to survive. Please read everything contained within, and above all else, DO NOT LOSE HOPE!

*Notes from fellow survivors are in italics, useful for both players and GMs.*



**Writing & Design:** David Schirduan, Editor  
and Proofreader: Lauren Schirduan

**Inspired by:** Apocalypse World by V. Baker  
Walking Dead by Robert Kirkman  
Left for Dead by Valve | Metro 2033  
I am Legend by Richard Matheson  
Mistborn Trilogy by Brian Sanderson

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<http://schirduans.com/david/my-creations>

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## Introduction

Survival Pages is a tabletop role-playing game that provides simple mechanics for a deadly and dangerous story. While most games allow you to play as a badass in a strange land, Survival Pages allows you to play as yourself, relying only upon your cleverness and real-world knowledge. There are no special abilities or prestige classes. Your body parts and fortified locations are your greatest resources. Be careful! When you first start out, tasks are simple, but as you get injured, they become more and more difficult.

You will need

- some note-cards (1 per player)
- pencils
- at least 2 six-sided dice (2 per player helps the game go faster).
- pick one person to be the GM.

<b>S</b>	<b>Size Up the Situation</b> (Surroundings, Physical Condition, Equipment)
<b>U</b>	<b>Use All Your Senses, Undue Haste Makes Waste</b>
<b>R</b>	<b>Remember Where You Are</b>
<b>V</b>	<b>Vanquish Fear and Panic</b>
<b>I</b>	<b>Improvise</b>
<b>V</b>	<b>Value Living</b>
<b>A</b>	<b>Act Like the Natives</b>
<b>L</b>	<b>Live by Your Wits, <i>But for Now</i>, Learn Basic Skills</b>

Playing the game is simple: You and your friends take turns describing what you are doing/attempting to do, and in turn, the GM tells you how the world reacts to your decisions. The GM is also responsible for describing your surroundings (including places, people, etc.) and presenting the obstacles and challenges that you must confront (environmental hazards, enemies, illness, and more).

However, the GM doesn't determine the result of your more risky actions.  
That's what Moves are for.

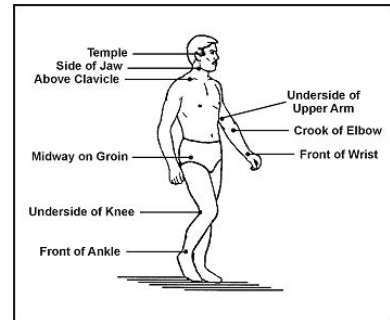
This game is based on Apocalypse World by Vincent Baker, which uses the mechanic of triggered Moves. Most of the time, you can describe your actions, and then immediately do them; no dice required. However, if what you are attempting to do triggers a Move, then that Move determines the outcome of your attempted actions. Moves have a radioactive sign (☢) next to them for easy reference.

*Walking across the street won't trigger a Move. Walking across the street while dodging enemies and dragging a friend may trigger SEVERAL Moves. Just describe what you are attempting to do, and THEN see if it triggers a move. Unless a Move is triggered, you succeed at your task without any consequences.*

Another thing to note about Survival Pages is that however you describe your actions, that exactly how it happens. Often called "Narrative Truth", this means that characters should think about when and how they describe what they are doing, and what they are attempting to do.

## Parts

Your character is made up of five Parts. Parts are more of an abstraction of your body's capabilities and condition, rather than a physical limb. Focus on what each Part is used for, rather than which limb it refers to. (you might be able to attack an enemy with your physical legs, but you would still roll with your Arms score). All scores have a starting and maximum value of 5. Remember, your body is your most valuable and only dependable resource. Take care of it!



**Head** - five senses, figuring something out, searching for something

**Core** - eating raw meat, enduring pain, or shielding something with your body

**Arms** - strength actions, attack, handling and manipulating objects

**Legs** - getting away, navigating obstacles, dodging, and moving quickly

**Spirit** - Spirit can NEVER be recovered, and represents your sanity and hope. Any time you suffer an injury, you can choose to let it affect your Spirit instead.

*Note: Your Spirit is a small buffer between you and injury. When you allow something to affect your Spirit instead of your body, that means that you avoided the damage, but it left a mental scar or damaged your psyche. Explain how this happened, and how it affects you. Example: "I thought I was done for, but at the last minute the attack from the zombie veered away, lightly brushing my hair instead of tearing off my face. My life flashed before my eyes, and I don't know if I could ever face a zombie directly again."*

## ☢ Take a Risk

Whenever you do something difficult, risky, or potentially dangerous, determine which Part is being most heavily relied upon, and roll 2d6 (two six-sided dice), adding that Part Score to the result. If you don't know which Part is being most relied upon, roll + Core by default.

**On a 13+** You succeed without obvious or direct consequences.

**On a 10-12** You succeed, but you must choose one consequence.

**On a 9-** You don't succeed and you must choose one consequence.

### Part Use Examples

*Lift something heavy: Roll + Arms*

*Jump a fence: Roll + Legs*

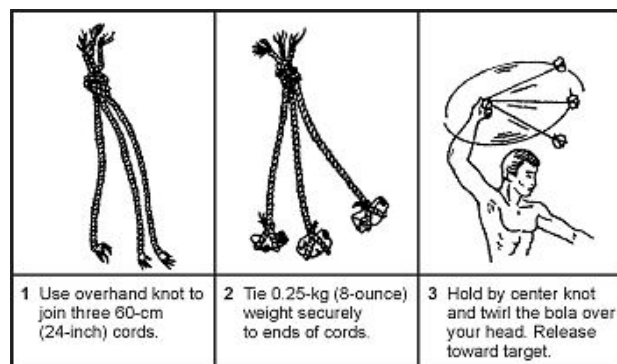
*See something in the distance: Roll + Head*

*Trying to fix a radio: Roll + Head*

*Convince a survivor to help you: Roll + Head*

*Eat rancid meat: Roll + Core*

*Shield with your body: Roll + Core*



## Consequences

When choosing from this list of consequences, try to decide which consequence makes the most sense for that situation. Players have the freedom to choose their own consequences, with the GMs approval. Your fate should be in your own hands, and you get to decide if you want to alert more enemies of your presence, or just twist your ankle. Keep in mind that sometimes injury is preferable to some of the other consequences listed. Embrace failure, and try to view injuries as a challenge to be overcome, rather than as a punishment.

- **You suffer an injury to that Part of your body.**  
*Injury severity depends on what you are doing. The more dangerous the action, the higher the injury tier. Work out with your GM to determine the tier and location of the injury. (see Injury Tiers)*
- **The task is incomplete, or easily undone.**  
*This can mean you abort the action in the middle of it, losing any progress you made, and you may not be able to attempt it again.*
- **An item or resource is lost or broken (Ration/RX/Weapon/Ammo/Armor)**  
*The lost or broken item should be directly related to the task attempted. Maybe during an attack you lost your weapon, or while escaping you dropped some food.*
- **You attract unwanted attention, and/or put someone in a worse situation.**  
*This can mean attracting more enemies, ruining a project, or putting you or another one of your allies in trouble.*

## Injury Tiers

**Tier 1)** skin deep wounds, something that could heal in a day or two, mild pain.

**Tier 2)** draws blood, disrupts muscle, inhibits usage, throbbing pain

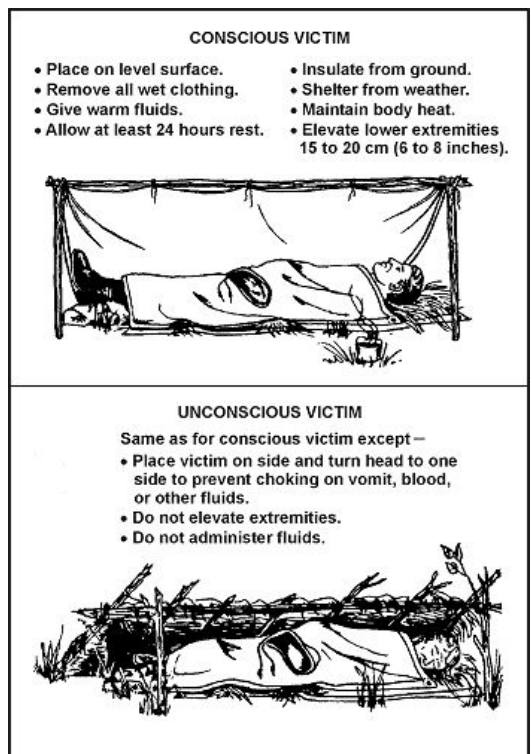
**Tier 3)** Intense pain when using that Part, broken bones.

**Tier 4)** crippled, can't use part properly

**Every injury suffered decreases the Score of that part by the tier of the injury.**

*Example Injuries(Tier):*

- cut(1) bruised(1) sore(1) scraped(1) tired(1) irritated(1)
- sprained(2) twisted(2) battered(2) angry(2) lonely(2)
- broken(3) fractured(3) sliced(3) depressed(3) enraged(3)
- gutted(4) chopped(4) splintered(4) pulverized(4)



## Resources

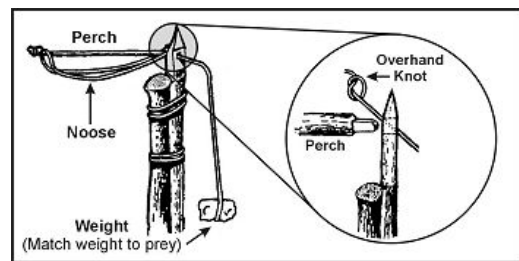
**Rations** - Food, water, and Mother's Love have all been combined into a single resource, called Rations. Rations can be found, scavenged, harvested or killed. Rations can only be spent at a Warm Location, and take about a day to use.

*Example: Deer(5 rations), Tuna Can(1), Box of Twinkies(2).*

**Rx** - Basic Medicine. Painkillers(1Rx), bandages(2Rx), etc. It is rare, and should be carefully conserved.

## Locations

A location is any room, house, structure, or enclosed space that is useful to the players. Locations are made up of tags that determine how it can be used by survivors and degrade over time as its tags get used up. Once a location runs out of tags, it is useless, and survivors must either Fortify the current location, or find a new location. Tags can also be removed for other reasons, due to weather, or because of attack/destruction. Listed below are available location tags. *A location can (and usually does) have multiples of the same tag.*



### Barricaded (Arms)

The location is secure, and cannot be reached by most enemies.

### Warm (Core)

The location is warm and dry. It is suitable for recovering from injuries.

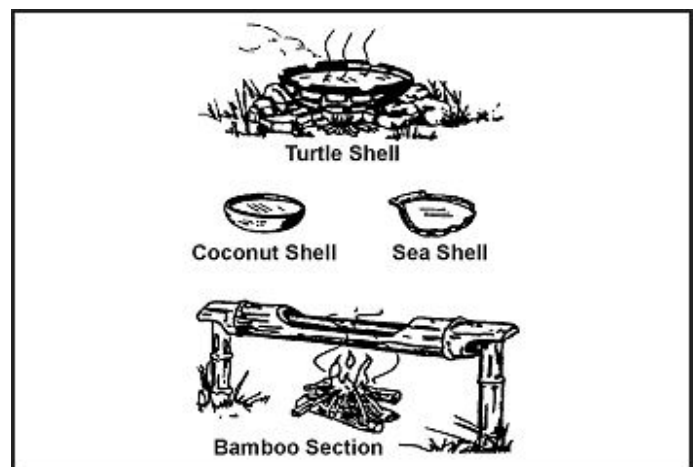
### Stocked (Legs)

There is food stored that will not rot or go bad for a long while.

### Prepped (Head)

Useful items are hidden/locked up nearby. (Ammo, Rx, Weapons, etc)

*Locations are your second most important resource, next to your body parts. Locations are where you recover from injuries, the place or store your supplies, and a defense against threats. Sometimes it is easier and safer to find a new location with tags, than to try and fortify your current location. When you discover a new location, assign tags as it makes sense. Found locations have between 3 and 10 tags, depending on the quality and condition of the location.*



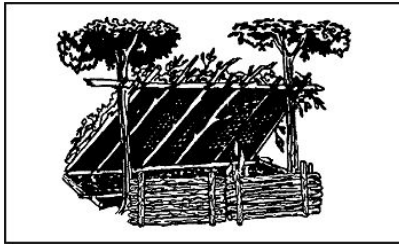
## ☢ Fortify

When you fortify your location with more tags, pick which tag you want to add, and describe HOW you are adding that tag. Are you hunting? Looking for nearby supplies? Then Roll 2d6 + the Part associated with that tag.

**13+** you add that Tag to this location.

**10-12** you add that Tag, but suffer a Tier 1 injury to the Part used.

**9 -** you break something, and must remove another tag from this location



- Add the **Barricaded** tag by boarding up windows, blocking off doors, etc. (Roll + Arms)

- Add the **Warm** tag by lighting a fire, removing water, laying down blankets/bedding (Roll + Core)

- Add the **Stocked** Tag by foraging for food, hunting, scavenging (Roll + Legs)

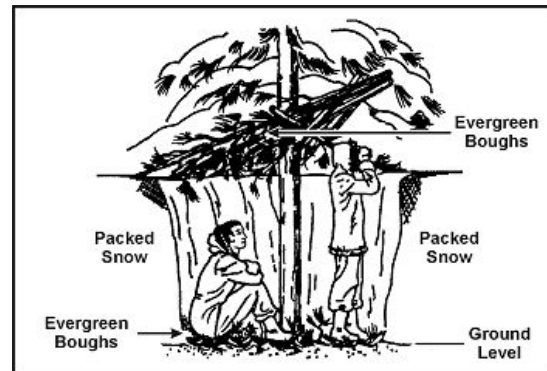
- Add the **Prepped** tag by picking the lock or discovering the hidden supplies. (Roll + Core)

*You and your group can go hunting, scavenging, or searching for supplies without using the Fortify move, but then you will actually play out what you're doing with the GM. You will may find more supplies by actually heading out, but it will be be more dangerous.*

## ☢ Raid

Whenever you raid the supplies of a "Prepped" Location, remove one Prepped tag from that location and roll one die on the table below to determine what you found:

1	Nothing	4	a Gun with 1 bullet
2	1 Rx	5	a Tier 2 Weapon
3	4 Bullets	6	1 Rx



## ☢ Re-Stock

Whenever you take food from a Stocked Location, remove one Stocked tag from that location, and roll one six-sided die. Take the result, and divide it by 2 (rounding up). Add that number of rations to your inventory. (gain 1d6/2 rations)

## ☢ Recover

When you want to recover from an injury, select the injury you wish to heal, spend the required cost. You can only recover from injuries in a location that has **at least** one Warm tag. All costs must be paid consecutively.

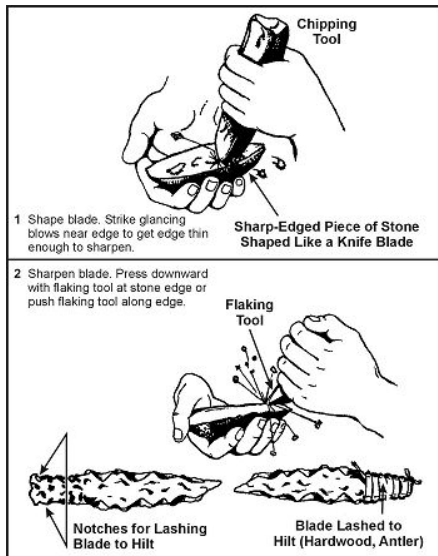
**Tier 1 Injury:** 2 Rations + 1 Warm tag

**Tier 2 Injury:** 3 Rations + 1 Warm tag

**Tier 3 Injury:** 4 Rations & 1 Rx + 1 Warm tag

**Tier 4 Injury:** 5 Rations & 2 Rx + 1 Warm tag

## Weapons/Combat



Combat is simple in survival pages, mostly because fighting is dangerous and threats are best avoided rather than engaged. Melee Weapons come in Tiers, and are capable of inflicting injuries of that tier.

Example Weapons: Bare Hands(0) Heavy Stick(1) Hatchet(2) Pocketknife(1) Sword(2) Crowbar(1) Sledgehammer(2) Chainsaw(3) Cricket Bat(1).

*Most of the weapons you use will be thrown together, or may be something that wasn't originally meant as a weapon. Try to find the closest thing from the examples, and give it that Tier. A stapler won't even be 1st tier, but a sharpened stop sign could be up to 2nd or 3rd tier. Work it out with your GM and group.*

## 🚫 Attack

**When you attack with a weapon, roll 2d6 + Arms:**

**13+** Inflict an injury of your Weapon's Tier+1 on the target.

**10-12** Inflict an injury of your Weapon's Tier, but choose a consequence.

**9-** Inflict nothing, and suffer an injury from your foe.

*In combat, injury can be the lesser of the available consequences.*

- *Abandon your task means you cannot take offense against the foe, and must flee.*
- *Lose or break an item usually means that you break your current weapon.*
- *Put yourself in a spot means that more enemies are drawn to you.*

## Guns (very dangerous)

🚫 **When you fire a gun**, roll a single six-sided die for every bullet fired, either one at a time, or all at once. (shotgun vs machine gun.) For every die that results in a...

**6** - Inflict serious injury (Tier 3) on the target you were aiming for

**5** - Hit your target, doing decent damage (Tier 2)

**4,3,2** - Miss entirely, wasting your bullet

**1** - Ricochet into something unintended, hit an ally, or destroy something valuable/important.

(Tier 2 Injury)

*When you are scared, frightened, and surrounded by completely unknown enemies, you are not an expert marksman. Guns are dangerous and scary. Use them with caution.*

## Starting the Game

You and your friends have heard the warnings, but you couldn't afford a fallout shelter and weren't selected for the government shelters. You've met together to take a break from the worries and stress of life by playing some DnD and taking it easy.

Then, the lights begin to flicker, and someone on the street begins screaming.....

All players start at full health, and all of the Parts have a max score of 5. Pick 8 tags, and assign them to your current location (where you are actually playing the game). Encourage your players to arm themselves with whatever is nearby, and start the game with them getting attacked by something. Once the players get a few injuries, things should spiral out of control rather quickly. Just provide the occasional enemy or threat, and the mechanics should take care of the rest.

### Adventure Generator:

d6 roll	Starting Location	Starting Threats	Mission	Target
1	Residential House - <i>Barricaded(1), Warm(3), Stocked(2), Prepped(2)</i>	3-5 Rabid Wolves (3 HP) Inflicts up to Tier 2 Injuries	Get to...	A Friend's House
2	RV Camper in the desert - <i>Barricaded(1), Warm(1), Stocked(2), Prepped(1)</i>	5-15 Shufflerz (1 HP) Inflicts up to Tier 1 Injuries	Rescue a Friend from...	A Store (grocery, department store, etc.)
3	Makeshift Shelter in a Public Park - <i>Warm(2)</i>	3-6 Runnerz(4HP) Inflicts up to Tier 1 Injuries	Retrieve Supplies from...	A Police/Fire station
4	Library - <i>Barricaded(2), Warm(3)</i>	2-3 Armed survivors 6HP, Inflicts up to Tier 3 Injuries	Defend...	Somewhere on the other side of town
5	Fallout Shelter - <i>Barricaded(3), Warm(1), Stocked(3), Prepped(3)</i>	1-3 Malicious Robots 4HP, Inflicts up to Tier 4 Injuries	Attack...	A Nearby Building



6	Your current real-world location ( <i>choose 8 tags, tags may vary</i> )	?????	Search and Explore...	???????
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### Game Play Example

**GM:** After fortifying your house, you head down the street, go left on West Hudson, and continue forward towards Bert's Market. You hear some slight rustling in the grass as though you're being followed.

**Steven:** Alright, let's book it guys! We need to get that medkit for Scott, and get back ASAP. We double-time it to the store.

**GM:** You arrive at the store, and it's completely stocked with food. It's also completely locked down, with heavy metal grates, and several padlocks. Location tags are Barricaded(3), Warm(1), Stocked(4), Prepped(1).

**Suzie:** Well, I'm going to try and pick one of the locks on the building. Would that be Arms or Head?

**GM:** Probably head, since the dexterity of picking a lock is secondary to the knowledge required.

**Suzie:** Okay, well my head is still pretty good at 5. I rolled a 3 and a 4, plus five is...13! Success!

**GM:** Great! You removed 2 of the barricaded tags, and several padlocks.

**Steven:** Can I try and bash down the remaining gates? I'll use my legs to kick them open

**GM:** Well....Legs refers mostly to movement, so that would actually be an Arms roll.

**Steven:** 11. Dangit. I probably sprained my legs kicking the gate open, but it was worth it. Would that be a Tier 1 injury?

**Suzie:** Probably just Tier 1. You can't cause serious injury by kicking something you knew was solid.

**GM:** Sounds good! As your enter the building, you hear a rustling behind you, and the bear that's been following you charges towards you in pursuit.

### Example Injuries:

I was scratched by a wolf while escaping from a pack, I tripped over a cliff, and smacked my head against a stone on the way down. If I was at **full health** before the trip, my current Part Scores are:

Head	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	smacked(2)
Arms	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Core	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	scratched(1)
Legs	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	bruised(1)
Spirit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

## Character Sheets

You can also jot these down on notecards as well, you don't have to use this exact layout

### Blank Sheet

Name:	
Head	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Core	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Spirit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inventory:	

### Example Sheet

Name: David Schirduan
Head <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (3) Bruised(2), Cut (1)
Arms <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (4) Rash (1)
Core <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (2) scraped(1), Cut (1), sprained (1)
Legs <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (5)
Spirit <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (3) Scared(1), Tired(1)
Inventory:

## Creating Threats/Enemies

Creating enemies and NPCs in Survival Pages is easy. To keep it simple, enemies are simply assigned a Tier, and their stats can be determined from their level. Enemies can also be modified in addition to their Tiers, to add some variety and better represent different threats. In addition, as enemies are injured, their Tier is reduced, and they inflict less damage.

Enemy Tier	Health Points	Injuries Inflicted
5 - Full Armed SWAT human	15	up to Tier 5
4 - Fast Zombie, armed survivor	12	up to Tier 4
3 - Slow Zombie, Bear	10	up to Tier 3
2 - Wolf, unarmed human	5	up to Tier 2
1 - Snake, scorpion	3	up to Tier 2

*Sometimes, it's best to simply injure and reduce the nearby enemies, rather than to try and focus on a single enemy. It also means that attacking a few times, and then escaping is a viable option, and indeed, is usually recommended.*

For example, if a wolf (Tier 2) attacks the group, and is attacked in the head(Tier 1 injury) and then smashed in the legs(Tier 2 injury), then the wolf is now Tier 1, and only has 3 remaining health point before death.

\*Warning, creating enemies with a Tier higher than 4 is dangerous, and could result in total party KOs\*

## **Alternate Settings**

Survival Pages is designed to work in a large variety of settings, and is mostly focused on normal, mundane characters trying to survive an impossible situation. As such, there are no levels, no powerful abilities, and limited differences between characters.

A game of Survival Pages doesn't need many enemies in order to be dangerous. In fact, this could work very well in a complete absence of enemies, allowing for the environment and inter-party grumbling to provide most of the conflict.

- Deserted island
- Trapped in enemy territory
- Survive in the wilderness

For more zombie-heavy settings, make sure that most enemies are weak, weaker than the player characters; otherwise your players will avoid conflict at all costs.

If you're going to have powerful enemies, make sure the players get some advantages and time to prep or scavenge for supplies, otherwise most of them will be killed very soon; and the game will end rather quickly.