

Nora Vranilova



Background

A young veterinarian who recently graduated from UPenn and has been practicing in Miami for a few years. Her college years were arduous and she frequently felt unfit for the degree, but she successfully graduated with honors. She is known for her friendliness, professionalism, and willingness to accommodate her animal patients' needs.

Personality

She aims to please and enjoys making new friends, mostly out of benevolence, but also to build her self-esteem. When stressed or desperate, she will do anything to be viewed as proficient and accepted by others, even if that means lying about herself, her perspectives, or her skills.

Story Role

Her greatest concern - and her secret - is that her medical skills are specialized for animals, not humans. She is desperate to lie about her ability to treat humans so that the Party does not consider her useless and abandons her to fend

for herself in the outbreak. Her lies and ineptitude wear her out, but she maintains a tidy appearance and continues to convince the Party that they are safe in her care.

Quote

"Breathe. Everything will be alright. I'm a licensed medical professional. With your consent, I can treat you and you'll be up and about before you know it. Without a doubt."

Wants

Acceptance by the Party, driven by survival and self-esteem

Needs

Confidence

Flaws

Imposter syndrome

Beliefs

Her acceptance, and therefore survival, is dependent on the Party finding value in her medical skills.

Internal Arc

Loss of hope → Hope

1. Lack of hope due to insufficient medical skills to help the Party
2. Forgetting the need for hope as she falls for her own lies and overestimates her abilities
3. Lowest point of hope as she fails to save a human life during a high stakes situation
4. Regaining hope as her medical skills and confidence are developed, and she is freed from lying to the Party

Reaction to Conflict

Lies in accordance with what she thinks the others want

Casting: Charlie Murphy



BASIC ROLEPLAYING

Reset Sheet
Show Background

PERSONAL

CHARACTERISTICS

HIT POINTS

NAME Nora PLAYER _____
 CULTURE Northeastern US GENDER F
 HANDEDNESS R HEIGHT 5'4 WEIGHT 121
 PROFESSION Veterinarian WEALTH _____
 GODS/RELIGION _____
 DISTINCTIVE FEATURES Brunette who always maintains a tidy, practical appearance MOVE (MOV) 10
 DESCRIPTION *using 24 stats, 250 skills, skill category bonus, EDU +1 per 10 years past 17 AGE 33

STR 7 EFFORT ROLL 35 %
 CON 9 STAMINA ROLL 45 %
 SIZ 9 DAMAGE MODIFIER -1d4
 INT 13 IDEA ROLL 65 %
 POW LUCK ROLL 0 %
 DEX 11 AGILITY ROLL 55 %
 CHA 12 CHARM ROLL 60 %
 EDU 16 KNOWLEDGE ROLL 80 %

HIT POINTS 9
 MAJOR WOUND _____
 DEAD 00 01 02
03 04 05 06 07 08 09
10 11 12 13 14 15 16
17 18 19 20 21 22 23
24 25 26 27 28 29 30
31 32 33 34 35 36 37

SKILLS

COMMUNICATION 4 %
 Bargain (05) 9 %
 Command (05) 9 %
 Disguise (01) 5 %
 Etiquette (05) 9 %
 Fast Talk (05) 69 %
 Language (INT/EDU×05 or 00) _____ %
 _____ %
 _____ %
 Perform (05) 9 %
 Persuade (15) 19 %
 Status (15 or various) 19 %
 Teach (10) 14 %

MENTAL 5 %
 Appraise (15) 20 %
 First Aid (30) 70 %
 Gaming (INT+POW) 21 %
 Knowledge (05 or 00) _____ %
 _____ %
 _____ %
 Literacy (00 or language) _____ %
 Medicine (05) 40 %
 Psychotherapy (01 or 00) _____ %
 Science (01) 6 %
 _____ %
 Strategy (01) 6 %
 Technical (05) 10 %
 _____ %
 _____ %

PHYSICAL -1 %
 Climb (40) 39 %
 Drive (20 or 01) 19 %
 _____ %
 _____ %
 Fly (DEX×04 or 1/2 DEX) _____ %
 Hide (10) 9 %
 Jump (25) 24 %
 Pilot (01) 0 %
 _____ %
 Projection (DEX×02) _____ %
 Ride (05) 4 %
 _____ %
 Stealth (10) 9 %
 Swim (25) 24 %
 Throw (25) 24 %

MANIPULATION 1 %
 Art (05) 6 %
 _____ %
 Craft (05) 6 %
 _____ %
 Demolition (01) 2 %
 Fine Manipulation (5) 46 %
 Heavy Machine (01) _____ %
 Repair (15) 16 %
 _____ %
 Sleight of Hand (05) 6 %

PERCEPTION 3 %
 Insight (05) 8 %
 Listen (25) 28 %
 Navigate (10) 13 %
 Research (25) 28 %
 Sense (10) 13 %
 Spot (25) 78 %
 Track (10) 13 %

COMBAT 1 %
 Dodge (DEX×02) 27 %
 Martial Arts (01) 2 %
 See **WEAPONS** below for more Combat skills
Pistols (20) 56 %
Knives (25) 26 %
 _____ (_____) _____ %
 _____ (_____) _____ %
EXPERIENCE BONUS _____ %

WEAPONS

ARMOR

WEAPON TYPE	%	DAMAGE	RANGE	ATTACKS	LENGTH	HAND	HP
<u>Knife, Switchblade</u>	<u>26</u>	<u>1d4+dm</u>					<input type="checkbox"/>
<u>Pistol, Medium</u>	<u>56</u>	<u>1d8</u>	<u>20</u>	<u>2</u>			<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/>
Brawl (30)	<u>31</u>	<u>1d3+dm</u>	touch	1	close	1h	<input type="checkbox"/>
Grapple (25)	<u>26</u>		touch	1	close	2h	<input type="checkbox"/>

ARMOR	ARMOR VALUE
<u>Clothing, Heavy</u>	<u>1</u>
_____	_____
SHIELD	% DAMAGE HP
_____	_____ <input type="checkbox"/>
COMBAT NOTES _____	

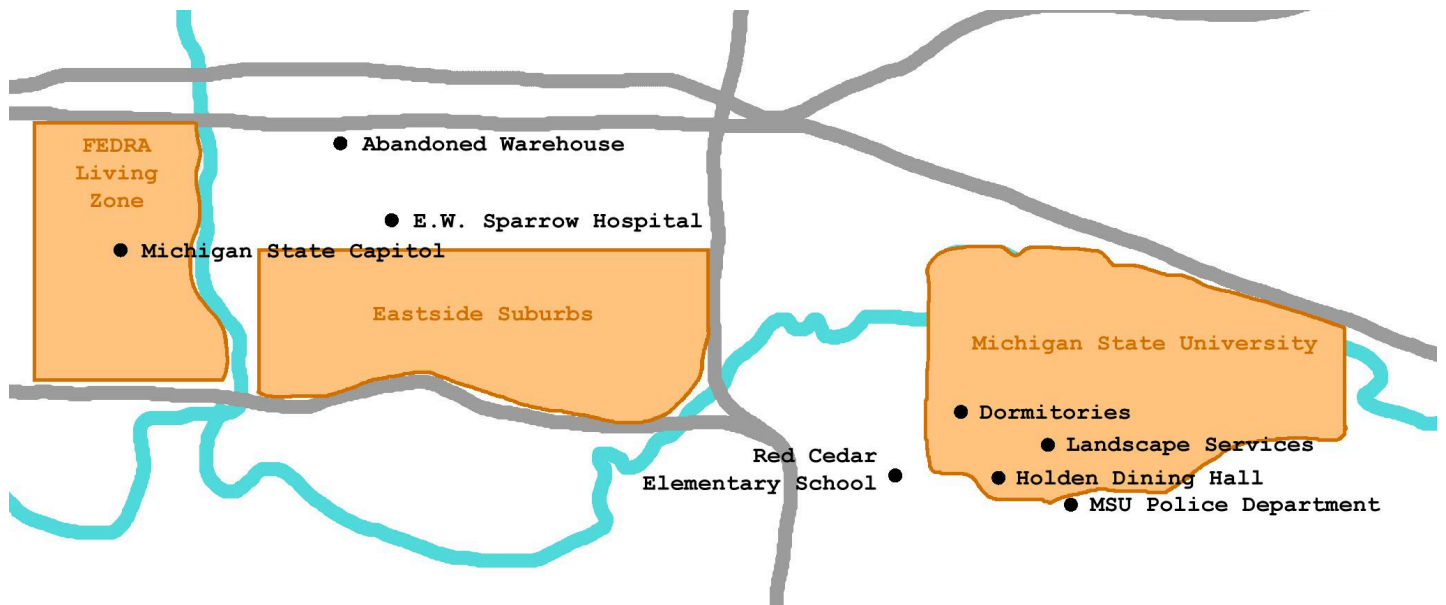
Act 4 - Kindling Hope

Written by Marie Leung

Player Characters: Ethan, Troy, Jennifer, Nora

Session 1: Life in Lansing

The Party Members wake up individually in the Lansing QZ after a time skip. They have each developed their personal skills. Nora in particular has increased her Medicine skill to 70%.



Quarantine Zone in Lansing, Michigan

Most civilians in the QZ live around the Michigan State University campus in a state of poverty. The Eastside suburbs, which are directly west of MSU, are largely abandoned and are a common place for looters. Further west is the Lansing capitol building and its surrounding area, where FEDRA families live. Civilians are discouraged from approaching FEDRA's area due to the 1.5-hour walking distance, surrounding rivers, and heavy military presence. The distance is trivial for FEDRA because they have vehicles to make the trip in less than ten minutes.

Daily Life

The Party Members receive their separate daily tasks from the FEDRA officer in East Lansing who is handing out jobs for ration cards.

Jennifer is tasked to teach children writing, radio communications, history, and basic household skills (*successful Teach roll*) in Red Cedar Elementary School, near MSU's campus. FEDRA views education as necessary but not always important for survival, so she only receives one meal ration card for 8 hours of teaching. This task takes advantage of Jennifer's goodwill and demonstrates FEDRA's inhumane priorities.

Troy is tasked to take stock of resources in a Landscape Services building that has been converted into a warehouse on MSU's campus. He must load up a cart full of supplies requested by civilians, although a lot of the supplies are out of stock. He must then deliver the supplies to civilians around the dormitories and reassure those whose requests could not be fulfilled (*successful Persuasion roll*). He receives two meal ration cards. From this, Troy learns of the civilians' lack of resources and is humbled by the need to help others when he was previously self-centered.

Nora is tasked to treat people at the E.W. Sparrow Hospital. Today, she needs to treat a mechanic's broken arm and see several cases of vitamin deficiencies (*successful Medicine rolls*). She receives two meal ration cards. From this, Nora encounters the dangerous results of living in the QZ, and learns medical skills that challenge her previous insecurities.

Ethan is tasked to fix downed electrical cables in the slums southwest of MSU's campus, next to the Eastside suburbs. He fails to finish before curfew (*failed Repair roll*) and doesn't receive his meal ration or his uncle's medicine ration. Though Ethan has learned much about electrical repair from Noah and is highly capable of completing this task, he cannot do it in the unfairly allotted time, and yet is compensated horribly by FEDRA.

Noah receives two meal ration cards. He is able to secretly get medicine without a medicine ration card from the pharmacist because Noah has fixed her personal radio before, which she uses to communicate with her elderly mother in the Houston QZ.

Dinner Time

The Party finishes the day and they all meet up to head to dinner at Holden Dining Hall, including allied NPCs that were previously traveling with them. They are still a bit stiff with Nora, following her failure to save the prisoner. On their way to the dining hall, they pass through the slums and are harassed by people who want to steal ration cards. Their ration cards are stolen (*failed Perception rolls*) and they are left with fewer ration cards than party members.

The Party must decide who can eat and who goes hungry. Those who are hungry will temporarily lose strength and constitution. The meals they receive are small. Ethan gives most of his portion to Noah. Troy gruffly offers his food to Jimmy, but the boy refuses and says he can fast in his faith.

As they are eating, they get a glimpse of FEDRA officers being better fed and cared for. They talk over dinner, but if any member speaks ill of their daily conditions, a nearby NPC who is also dining will chastise them for it, warning them not to talk like that about FEDRA.

On their way back from the dining hall, they overhear the pharmacist in an office with FEDRA officers (*successful Listen roll*). She is being questioned about the missing medicine. The FEDRA officers decide to cut her ration cards in half for the next week.

The pharmacist is shoved out of the office. Catching sight of the Party, she pulls them aside and begs them to help her get more food because she will not have enough to feed herself and her son. She says that they must smuggle food from

outside of the QZ because no one will ever offer them ration cards given the already dwindling supply. As she is telling the Party the rumors she has heard about smuggling, they are interrupted by a FEDRA officer who overheard their conversation. The Party must find a way to silence the FEDRA officer.

The Party silences the FEDRA officer with persuasion and bribery because it is near impossible to kill him in the hallway, a frequently visited public space. Nora plays a part in the persuasion out of necessity (*successful Fast Talk rolls*), but it makes the Party uncomfortable as they are reminded of her lies. They return to their individual homes, resolved to smuggle food for themselves. They still have mixed feelings about risking their safety to help others.

Session 2: Finding Food

A Need for Food

After breakfast, Ethan goes to get medicine for Noah and the Party accompanies him. The pharmacist tells the Party that her son has been looking unwell. As they are talking, her son, who is sitting in a back room, begins having seizures due to malnutrition.

Nora must immediately attend to the pharmacist's son (*successful Medicine roll*). Once he is stable enough, the pharmacist calls her colleagues at the hospital and departs with her son to get a proper diagnosis. She implores the Party to get nutritious food before this happens to anyone else. The Party is worried about themselves and feels bad about the pharmacist's situation.

The Party needs to find leads about where they

can smuggle food. They can ask Vanessa or people in the slums. Vanessa will take the inquiry as a sign of desperation and offer them a single meal ration card, but no more. She will discourage them from committing any crimes so they aren't arrested. The people in the slums direct them towards the Eastside suburbs but say that it is dangerous and foolish for anyone to go there.

The Party must decide whether to venture into the Eastside suburbs with or without weapons. Anything could be out there, as it is a relatively unmonitored area: Infected that break through the weak southern perimeter, looters who scavenge in the abandoned houses, and the occasional FEDRA patrol. They choose to explore the suburbs, as there are no other leads about smuggling food, but they must now find a way to acquire weapons.

Weapons Reclamation

The Party can ask around the slums about ways to acquire weapons. People will dissuade them from scavenging in the suburbs because looters have already cleaned out the houses. Instead, they will suggest getting confiscated weapons from the MSU Police Department and provide information about the location.

The Party can attempt to explore the suburbs against the advice, but will only find minor loot and encounters that they have to run from.

If they try to ask Vanessa, she will become increasingly suspicious about their desire to arm themselves and commit crimes.

One of the Party Members can use their daily routine as an excuse to allow the rest of the Party to infiltrate the MSU Police Department. Troy

faking a supply run and Ethan faking a maintenance job are the more obvious choices, but any creative plan is allowed. Once the Party has acquired either their confiscated weapons or additional weapons from the storage room in the police department, they are ready for departure into the suburbs.

To Eastside

In Eastside, The Party encounters a man who smuggles trinkets salvaged from outside the QZ. He will agree to trade his trinkets with the Party if they can help him deliver a stash of cookware. He requires a payment of valuables equivalent to the cookware and his personal safety, which can be negotiated (*Communication rolls*).

Next, the Party encounters a woman, who is a cook in the Holden Dining hall that the Party frequents. She is in the suburbs at nighttime, where she prepares and preserves food in a basement outside of FEDRA's sight. Two men guard the house from inside the first floor. She will accept the stash of cookware at any time, but will not give food to the Party until they help her with her emergency.

The cook's husband was injured while outside of the QZ and needs medical attention that they cannot go to FEDRA for, as raising suspicion is like a prison sentence in the QZ. Nora, who is still somewhat mistrusted by the Party, must help him. He has been rudimentarily patched up but has lost a lot of blood from his wound. Nora diagnoses him and informs them that he requires a blood transfusion and that she wishes to be the donor.

Jennifer, still resentful over Michael's death, is blinded by emotion and argues that Nora should not try to help anyone's husband ever again, as

she will fail. Ethan is not blinded by emotion, but is empathetic towards Jennifer and questions Nora's ability to perform any medical operation on a human without killing them. Troy believes in Nora's good intentions because she took a bullet for him, and she has since demonstrated the ability to care for the pharmacist's son and other people at the hospital.

Nora successfully treats the husband with her skills and supplies (*successful Medicine roll*). The Party sees Nora's newfound skills and selfless behavior and begins to trust her again. The husband shares food with the Party and gives them extra supplies to bring back to their allies, the pharmacist, and her son.

Session 3: Vanessa

A time skip of approximately a month occurs. The Party has now traded with enough people in the Eastside suburbs to gather enough smuggling connections to build an underground network of allies. They have access to food, medicine, trinkets, and more.

Vanessa's Request

Vanessa, who used to be a news producer, still works at a radio station on MSU's campus. In Holden Hall, where the dining hall is also located, is a radio broadcasting studio that once belonged to WDBM FM. Now, the Lansing QZ uses it as one of its main communications centers.

The Party is heading out of the Holden Dining Hall after dinner, now feeling better fed even though their ration cards are often barely sufficient. Seeing FEDRA officers being treated well still bothers them, but not as much because

they know they are doing good deeds and helping the starving with their food smuggling.

On the way out, Vanessa greets the Party and strikes up a friendly conversation about her day at work as a radio manager. While they are chatting, the pharmacist sees the Party and blurts out profuse thanks in front of Vanessa.

Vanessa, increasingly suspicious of the Party's activities and changed well-being, asks about what is going on. The Party can choose not to tell her anything, but she will become more suspicious until she threatens to call FEDRA officers over. If they tell Vanessa about the smuggling, she will admonish them and try to discourage them from continuing, citing the dangers of doing something illegal. She will then insist on reporting this to FEDRA. The Party must convince Vanessa they are taking these actions out of benevolence. After a long argument, Vanessa relents and says she will think about the situation.

A week later, Vanessa admits to the Party that they were trying to do something good and that she will not report them to FEDRA. Instead, she says that she has done some digging through her network and secretly tells the Party that a weapons smuggler is going to be in an old warehouse at the far northwest corner of the Eastside suburbs at 11 pm the next Monday, should they wish for more power to help those in need.

The Party must navigate the city to the old warehouse. The area is further than they have explored before (*Navigate and other Perception rolls*).

Negotiation in the Warehouse (Dramatic Scene)

The Party must navigate inside the warehouse itself, which is new to them and a bit of a maze since the crates inside have been looted haphazardly (*Navigate rolls*).

The Party must approach and negotiate with the weapons smuggler. Nora, who excels at persuasion, initiates the negotiation.

In the middle of the negotiation, Jennifer disappears (*failed Perception roll*). The Party runs outside of the weapons smuggler's hiding spot to find a half-circle of FEDRA soldiers aiming their rifles at them.

The Party must escape while looking for Jennifer. They run through the warehouse but are cornered. Ethan must craft an explosive to take down the FEDRA soldiers to allow the Party to escape.

At the same time, Jennifer, who has been kidnapped by Vanessa and a FEDRA soldier, is being carried unceremoniously to an empty office space inside the warehouse. Vanessa, who was part of the Party's hope for their journey to the QZ, is now supporting the ones who confine civilians and take away their hope. Jennifer must realize that Vanessa's ideals diverge from hers and that they can no longer reconcile.

Ethan successfully crafts an explosive to take down FEDRA (*successful Craft (Explosives) roll*). The explosion and the Party's cheers over Jennifer's radio enrage Vanessa.

Vanessa attempts to grab the FEDRA soldier's gun and shoot Jennifer herself. Jennifer outmaneuvers Vanessa and knocks out both her and the FEDRA soldier (*successful Dodge and Grapple rolls*).

The Party escapes, but they are now known fugitives and can no longer show their faces if FEDRA is around. They desire revolution against FEDRA for their families, friends, the QZ's residents, and for Vanessa, who they believe simply took the wrong path.

Session 4: Puzzling Prison

The Desire for Change

The Party, now in hiding out in the Eastside suburbs, is met by the cook. She informs the Party that FEDRA will be having an important meeting in the Michigan State Capitol building, where FEDRA officials are going to discuss new rules that further limit the distribution of rations and supplies to civilians. Because the Party and the smugglers supporting the lives of the impoverished can only live safely in the QZ without FEDRA's strict and unfair watchful eye, the cook notes that the meeting is a perfect time to launch an attack against FEDRA and regain some of their freedom.

The cook passes the Party an offer from a smuggler who wants to trade a sealed canister of Cordyceps spores that they can weaponize. In return, he wants the Party to release his family from FEDRA's prison, which is connected to the Capitol.

The Party must sneak into the prison (*Stealth or other creative rolls*), incapacitate FEDRA prison guards, and release the prisoners before carrying out their attack on the FEDRA meeting. They can find information about the Capitol building from a man in the slums who used to work as a janitor there, and they can learn about the prison by interrogating prison guards they encounter.

Prison security mechanisms serve as puzzles for the Party to solve through exploration. The first puzzle is to retrieve the correct key to unlock the guards' office. One prison guard has a key, but it is dropped or snapped in some way as soon as he notices the Party, necessitating a search for another key. Lockpicking this complex lock is impossible. Another office key can be obtained by speaking with prisoners in the jail cells, as one has previously stolen it but is unable to leave the cell and reach the office himself.

The second puzzle is to open a safe door protecting the emergency shut-off button to deactivate and open all jail cell doors. The code to the safe door is written on a pet mouse's collar inside the guards' office. In order to get the mouse to appear, the Party must attract it with peanut butter cups from a candy stash on the guards' desk.

When the safe door is opened, the Party finds the emergency button broken. The Party must pry the button out of its wall socket to find that there is a loose wire. However, even after repair, the button only opens some jail cell doors and not others. The third puzzle is to eventually open all doors so that the prisoners can escape, especially the spore smuggler's family. Various obstructions are preventing different doors from opening, and each of the stuck doors can be resolved with objects found in the other jail cells.

Time's Up

As the Party reaches the last door with the spore smuggler's family inside, the spore canister that the Party is transporting begins to leak. The Party must finish setting the prisoners free before they are infected by the leaking spores because only the Party has gas masks. If they fail,

they will have to kill the infected prisoners and the spore smuggler will attack them upon returning to Eastside.

Once the Party successfully frees the prisoners, who escape in the direction that the Party infiltrated from, they continue down the underground tunnel connecting the prison to the Capitol. They emerge from the tunnel and arrive in the HVAC Control Room on the ground floor of the Capitol building. Here, they release the spores into the Capitol's ventilation system.

The Party exits the HVAC Control Room and arrives in the Entrance Hall, where they hear the chatter of FEDRA soldiers on their walkie-talkies coming from rooms nearby.

Session 5: Capitol Punishment

The Entrance Hall has tourist brochures with maps of the Capitol building in various places like the receptionist's desk and directory stands (*Spot rolls*). From these maps, the Party can learn of the House of Representatives Chamber on the third floor, which is the most likely room for FEDRA to hold their meeting.

The Entrance Hall leads to the Storeroom, where FEDRA supplies are kept and distributed to the FEDRA families who live in the surrounding neighborhood. Once the FEDRA soldiers patrolling the Storeroom notice the Party, they will attack. A FEDRA prison guard who was not incapacitated can appear behind the Party if the underground tunnel trapdoor is not blocked off, having heard the radio chatter from the FEDRA soldiers.

If the Party does not acquire map information from the tourist brochures, they will have to

wander around the Capitol building, but most areas are either blocked off by large storage crates, heavily patrolled by FEDRA soldiers, or empty.

The Party ascends the Rotunda to the Third Floor, where FEDRA is having a political meeting in the House of Representatives Chamber. When the Party arrives, two FEDRA soldiers are waiting for them at the door. Two additional soldiers arrive from side hallways in the Rotunda, forcing the Party into the House of Representatives Chamber.

FEDRA reinforcements are called in from outside of the Capitol building. Though most are stopped by the resistance fighters guarding the perimeter of the Capitol, some FEDRA combatants make it through. Two FEDRA grenadiers and a soldier approach the House of Representatives Chamber from the Entrance Hall, up the Rotunda stairs.

The grenadiers back the Party into the Chamber if they aren't still in the room and open fire with their explosives. A lot of furniture that served as cover is now destroyed. The grenadiers block the Chamber doorway but do not attack unless approached. Three FEDRA soldiers shoot at the Party from the balcony above. Once all the FEDRA combatants are cleared, the Party can leave the House of Representatives Chamber. Parts of the walkways surrounding the rotunda have collapsed, but the Party is able to reach the first floor.

Five FEDRA soldiers and one grenadier are still in the Rotunda on the first floor. Two soldiers and the grenadier begin to turn into Infected. The remaining three FEDRA soldiers will temporarily stop attacking the Party and aim for the Infected first. The Party must take down all

of the enemies here.

Vanessa yells at the Party from the Rotunda walkway on the second floor. As she is taunting and cursing them, she begins to transform into an Infected. She becomes a special mutation, a boss enemy dubbed The Caller, and jumps down to the first floor, shattering some of the glass floor. The Caller is a dextrous Infected that uses its phonograph-shaped fungal growth to make loud sounds and attract other Infected to its location.

Each party member puts their faith in their newfound hope and the Party defeats the miniboss. As they fight, they each demonstrate their personal character development. Jennifer is the first to recognize The Caller as an Infected instead of Vanessa and begins attacking first. With her aggressive moves, she sustains critical

injuries, but Nora patches her up and makes sure she survives. Ethan loses the gun that his mother gave him while protecting Nora and Jennifer, but figures out a way to use the environment to gain an advantage in battle. As he does this, Troy guards him and takes a big hit for him without thinking twice. Nora also ensures Troy survives the damage with her medical skills.

After defeating The Caller, those who fought in the revolution take over the QZ and become the Fireflies. Now that the Capitol building has fallen, the Fireflies retrieve all undamaged supplies from the FEDRA residential area and bring them back to MSU's campus, restoring the civilians' living areas.

Each Party member's future is explored through improvisation with the players.

Encounter

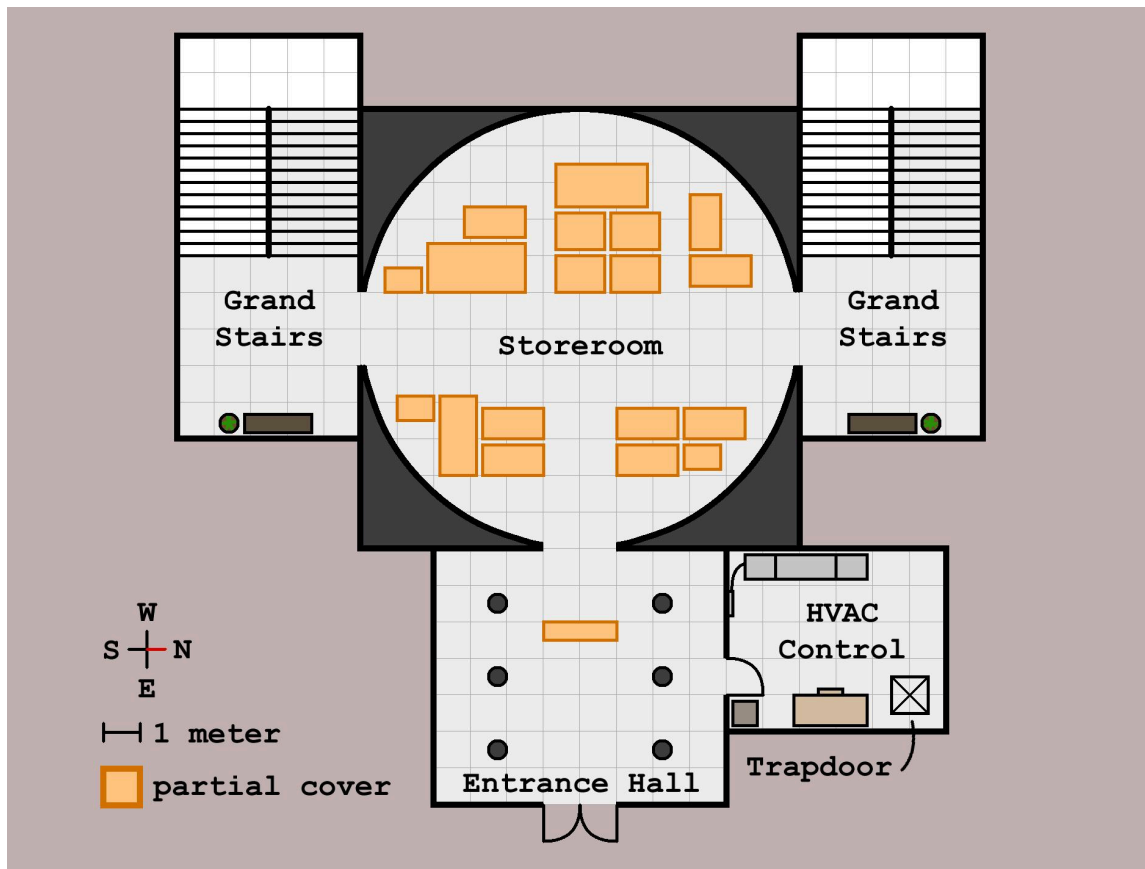
From Session 5, “Capitol Punishment”

“As you emerge from the musty underground tunnel, pushing aside the heavy trap door, you feel dust stirring around you in the darkness. Sensing no movement or sounds, you gesture for the rest of the Party to follow. This must be the HVAC control room mentioned by the man who used to work in the Michigan State Capitol as a janitor.”

The Party needs to release the spores from the canister into the building’s ventilation system. If at any point they choose not to, a future

encounter with FEDRA combatants will be more than doubled in difficulty because all enemies will still be human and focused on attacking the Party instead of fighting each other as Infected.

The Trapdoor can be barricaded with furniture in the HVAC Control Room to prevent FEDRA prison guards from following the Party through in a later encounter. Mechanical supplies like tools can be taken from the drawers and desk. The only other door leads to the Entrance Hall. Once in the Entrance Hall, the Party can find tourist brochures with maps of the Capitol building.



Michigan State Capitol, Ground Floor

Of note, this building is made of masonry and cast iron, making it fireproof. Fire damage from the use of incendiaries and explosives against Infected is prevented from spreading throughout the building, allowing the Party to use them freely.

In the Entrance Hall, the Party can hear the chatter of FEDRA soldiers on their walkie-talkies coming from the Storeroom. There, two FEDRA soldiers patrol amongst the storage crates. These crates contain useful items like bottles of cooking oil and medical supplies that can be taken quietly. Once the soldiers are alerted, they will attack the Party. A FEDRA prison guard also tries to follow the Party through the underground tunnels. If the Party has not barricaded the Trapdoor, they will be flanked and the FEDRA prison guard will attempt to sneak attack them (*Perception rolls*).

All enemies can be looted for their armor, weapons, and additional items either after they die or if they can be pickpocketed.

FEDRA Soldier

A well-trained FEDRA soldier in military gear.

STR	DEX	CON	SIZ	INT
15	6	13	12	10

HP: 13	MOV: 10
Damage Modifier: +1d4	
Armor:	
<ul style="list-style-type: none"> Worn Bulletproof Vest: 5AP 	
Attacks:	

<ul style="list-style-type: none"> Rifle: 70%, 2d6 Brawl: 70%, 1d3+db
Skills:
<ul style="list-style-type: none"> Martial Arts 50%
Additional Loot:
<ul style="list-style-type: none"> Rifle ammunition

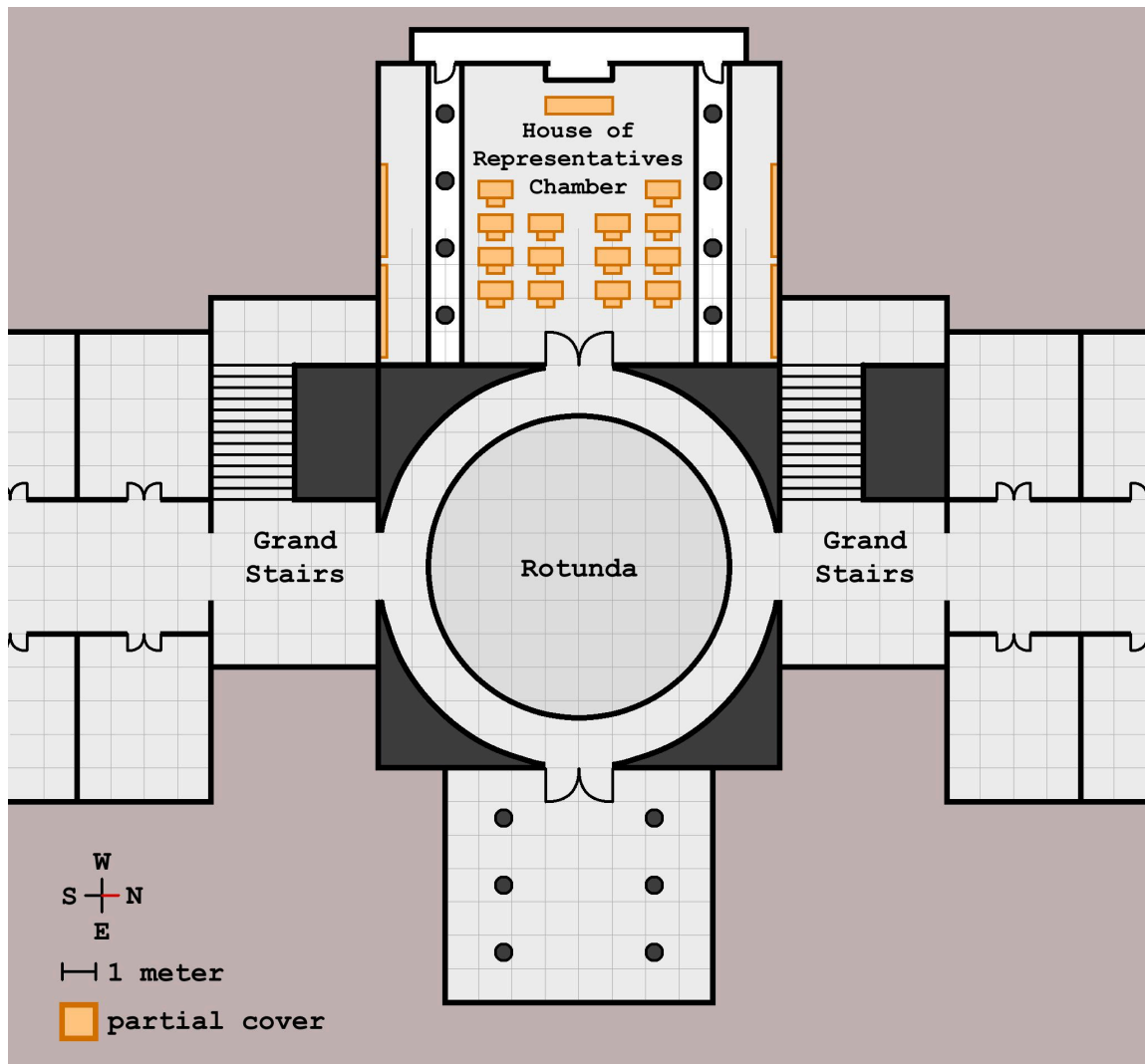
FEDRA Prison Guard

A FEDRA security guard who monitors the prison halls.

STR	DEX	CON	SIZ	INT
13	6	12	11	10

HP: 12	MOV: 10
Damage Modifier: +1d4	
Armor:	
<ul style="list-style-type: none"> Clothing, Heavy: 1AP 	
Attacks:	
<ul style="list-style-type: none"> Pistol: 50%, 1d8 Brawl: 50%, 1d3+db 	
Skills:	
<ul style="list-style-type: none"> Listen 40% Spot 40% 	
Additional Loot:	
<ul style="list-style-type: none"> Pistol ammunition 	

After the fight on the ground floor, the Party ascends the Grand Stairs and continues up the Rotunda to the third floor, where FEDRA is having a political meeting in the House of Representatives Chamber. Though there are other wings in the Capitol building, the Party is discouraged from exploring them because they are either blocked off by large storage crates, heavily patrolled by FEDRA soldiers, or empty. The only things that line the walls of the Rotunda are giant historical paintings.



Michigan State Capitol, Third Floor

When the Party arrives, two FEDRA soldiers are waiting for them at the door to the Chamber, having heard of intruders through the radio. Two additional soldiers arrive from the side hallways in the Rotunda. The FEDRA officers who are non-combatants will cover behind the chairs and try to run out of the door. The Party can attack them, take them as hostages, use them as partial cover, or let them run.

FEDRA reinforcements are called in from outside of the Capitol building. Though most are stopped

by the resistance fighters guarding the perimeter of the Capitol, some FEDRA combatants make it through. Two FEDRA grenadiers and a soldier approach the House of Representatives Chamber from the Grand Stairs.

FEDRA Grenadier

A FEDRA soldier specialized in explosives.

STR	DEX	CON	SIZ	INT
14	10	13	11	12

<p>HP: 12 MOV: 9 Damage Modifier: +1d4 Armor:</p> <ul style="list-style-type: none"> ● Helmet, Heavy: 2AP <ul style="list-style-type: none"> ○ Perception -50% ○ Ranged Weapon Accuracy -10% ○ Ear Protection 100% ● Worn Bulletproof Vest: 5AP <p>Attacks:</p> <ul style="list-style-type: none"> ● Grenade Launcher ● Riot Shield: 15%, 1d3+db, 16HP ● Brawl: 50%, 1d3+db <p>Skills:</p> <ul style="list-style-type: none"> ● Demolition 60% <p>Traits:</p> <ul style="list-style-type: none"> ● Does not attack with Grenade Launcher after initial destruction of the Chamber <p>Additional Loot:</p> <ul style="list-style-type: none"> ● Grenades ● Pistol ammunition

The grenadiers back the Party into the Chamber if they aren't still in the room and open fire with their explosives. A lot of furniture that served as cover is now broken.

The grenadiers block the Chamber doorway but do not attack unless approached. Three more FEDRA soldiers shoot at the Party from the balconies above, encouraging the use of the remaining cover provided by the debris around the room. When the grenadiers are defeated, the Party can loot heavy helmets from their corpses and use them as ear protection in later fights. The FEDRA soldiers on the balcony drop their rifles and ammunition to the floor of the Chamber when falling against the railing, but their corpses are unreachable.

Outside of the Chamber, parts of the walkways surrounding the Rotunda have collapsed. The Party must carefully navigate the debris (*Climb and Jump rolls*) to prevent injury and reach the first floor, where the fight is still going on.

Five FEDRA soldiers and one grenadier are in the Rotunda on the first floor. Two soldiers and the grenadier begin to turn into Infected. The remaining FEDRA soldiers will temporarily stop attacking the Party and aim for the Infected first. The Party must take down all of the enemies here.

FEDRA Runner

A FEDRA combatant who has become Infected.

STR	DEX	CON	SIZ	INT
10	5	2	10	5

<p>HP: 4 MOV: 11 Armor (If spawned as a FEDRA Runner):</p> <ul style="list-style-type: none"> ● Worn Bulletproof Vest: 5AP <p>Armor (If infected from another enemy type):</p> <ul style="list-style-type: none"> ● Carries over from previous enemy type <p>Attacks:</p> <ul style="list-style-type: none"> ● Brawl: 50%, 1d3+db <p>Skills:</p> <ul style="list-style-type: none"> ● Sense 50% <p>Traits:</p> <ul style="list-style-type: none"> ● Fire damage received x2 ● Will not dodge or parry

“The last FEDRA soldier falls to the floor with a thump. As you catch your breath, you hear a woman’s voice echo around the Rotunda. You look up to find Vanessa leaning over the wooden railing on the second floor walkway. Her taunts and curses barely make it to your ears, and though you have trouble focusing due to the earlier gunfire and explosions, you swear her words are becoming more incoherent. Suddenly, she begins to twitch. The movements are familiar and you are unsure whether to feel scared of or satisfied with her demise: being

infected with Cordyceps. Her eyes roll out of focus and her posture slouches to an inhuman degree.

And then a tendril appears. Not from her mouth, as Cordyceps is wont to do, but from her back, followed by more and more fungal growths. A few of the Eastside smugglers aim their guns at Vanessa and begin backing away. She is mutating rapidly beyond the average Runner. The fungus wraps its tendrils around her body until she is no longer standing on her own, with fungal growths rising over twice her height, blooming from her back. The rising growths are shaped oddly like a phonograph, and the tendrils extend down her arms to form claws around her hands.

With an ear-piercing blast of sound from the phonograph-like growth, the Infected jumps from the second floor walkway to the first floor, shattering the glass beneath it. It cares not, immediately lunging for the nearest person with its sharp claws.”

The Caller

A familiar-looking Infected that has become overgrown with a new mutation of Cordyceps. It is twice the height of its host, which it keeps ensnared in its tendrils. A phonograph-shaped fungal growth rises above its host’s head and can be used to attract other Infected with loud sounds.

STR	DEX	CON	SIZ	INT
18	21	5	22	4

HP: 32	MOV: 13
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Damage Modifier: +1d4

Armor:

- Fungal Overgrowth: 4AP

Attacks:

- Claws: 50%, 1d4+db
- Cutting a Dashing Figure: 60%, 1d6+db
 - Dashes up to 6m and attacks
- Calling the Shots: 70%, 1d3
 - Attracts all Infected within a 20m radius
 - Attacks all humans without Ear Protection within a 20m radius

Skills:

- Sense 75%
- Spot 70%
- Jump 60%
- Dodge 45%

Traits:

- Fire damage received x2
- Spores released in a 4m radius when hit with gunfire or explosives

The Party must defeat The Caller. They can use the heavy helmets looted from the grenadiers as ear protection to prevent damage from The Caller’s loud sounds. As the Rotunda floor has been shattered, careful navigation of the room is necessary. However, the glass shards can be picked up and used for crafting (*Craft rolls*) or directly as weapons, albeit carefully.

Each party member puts their faith in their newfound hope and the Party defeats the miniboss. As they fight, they each demonstrate their personal character development. Jennifer is the first to recognize The Caller as an Infected instead of Vanessa and begins attacking first. With her aggressive moves, she sustains critical injuries, but Nora patches her up and makes sure she survives (*successful Medicine roll*). Ethan loses the gun that his mother gave him while protecting Nora and Jennifer, but figures out a way to mechanically trap The Caller and drop the Rotunda chandelier onto it, dealing great

damage. As Ethan works to solve this, Troy guards him and takes a big hit for him without

thinking twice. Nora also ensures Troy survives the damage with her medical skills.

Dramatic Scene

From Session 3, "Vanessa: Negotiation in the Warehouse"

INT. OLD WAREHOUSE IN LANSING QZ - NIGHT

JENNIFER, ETHAN, TROY, and NORA approach the designated meeting location for the trade that VANESSA proposed between them and a WEAPONS SMUGGLER. The four have been navigating broken, looted cargo containers and debris left from the collapsed roof. Now they approach a rusted red container, bathed in the moonlight seeping between the rafters, one of its doors wrenched open.

Troy advances first, followed by Jennifer, Nora, and Ethan taking up the rear.

WEAPONS SMUGGLER
Over here. Guns down.

Troy faces the direction of the voice, aiming his gun at the door of the red container.

TROY
Guns down? How can we trust you?

WEAPONS SMUGGLER
You can trust the pallet of C-4 behind me. One shot and we'll all be minced meat.

NORA
It's all right, Troy.

Troy peers into the cargo container. The weapons smuggler is inside with crates of weapons and a flickering lantern.

TROY
Nora, you talk. I'll keep an eye on him.

JENNIFER
I'll keep watch outside.
(on her way out, into her radio)
Vanessa, we're here.

Ethan moves to examine the guns.

WEAPONS SMUGGLER
Smith & Wesson M&P15s.

Ethan nods.

NORA
Two 7-day courses of amoxicillin for one M&P15.

WEAPONS SMUGGLER

Hah, you think I'm green? Show me something real or no deal.

NORA

Antibiotics will save your life. You could live without a gun. Jen, is there anything you'd like?

Silence. Jennifer does not respond.

NORA (CONT'D)

Jen?

Nora and Troy turn towards the doorway. Ethan glances at the weapons smuggler. The three of them share a look and rush outside, only to be faced with a semicircle of FEDRA soldiers and the blinding flashlights of their rifles.

INT. ABANDONED OFFICE IN THE OLD WAREHOUSE - SAME

Jennifer is gagged and being carried over a FEDRA soldier's shoulder. Vanessa leads the soldier up a flight of steps, opens the office door for him, and follows him inside, her eyes meeting Jennifer's. The door clicks behind them.

The soldier drops Jennifer into a metal folding chair and quickly pulls a gun out, gesturing for her to stay seated.

Vanessa's radio buzzes with static.

VANESSA'S RADIO

We have them. Over.

VANESSA

Good.

Vanessa walks over to Jennifer and rips the gag out.

JENNIFER

Vanessa, what-

VANESSA

Shhh. Do you know what we do to little news reporters who don't behave?

JENNIFER

What are you talking about?

VANESSA

What did you think would happen
when you and your friends betrayed
us?

JENNIFER

Betrayed? We're doing what you said-

VANESSA

Oh, but your whole smuggling game
isn't fair to us, is it?

JENNIFER

We're helping people in need!

VANESSA

FEDRA helps everyone fairly.

JENNIFER

Then why is FEDRA leaving people to
die?

VANESSA

Fairly, hun. There's no free lunch
in this QZ.

Gunfire breaks out in the distance.

JENNIFER

What's happening? Vanessa!

The gunfire stops.

VANESSA

(into her radio)
Status?

Vanessa's radio is silent.

VANESSA (CONT'D)

(into her radio)
Warehouse squad, status?

The radio remains silent. Vanessa turns to glare at Jennifer.

VANESSA (CONT'D)

You. I brought you here. I helped
you survive. I even helped your
little friends, and this is how you
repay me?

JENNIFER

Let me ask them what's going on!