HOUSEWIVES WITH CHAINSAWS

HOUSEWIVES WITH CHAINSAWS CHARACTER SHEET

NAME:

DESCRIPTION:

HIT POINTS

PLOT POINTS

COURAGE

BREAK DOWN DOOR -
FIGHT -
FIRE GUN -
PICK UP HEAVY THING-
THROW-

POISE

ATHLETICS-
DODGE -
DRIVE-
SLEIGHT OF HAND -
SNEAK-

JETS

PERCEIVE -
IDENTIFY DANGEROUS THING -
READ -
SET/DISARM TRAP -
TRACK/COVER TRACKS-

MOXIE

DETECT/TELL LIE-
ENTERTAIN-
FAST-TALK -
HANDLE ANIMAL-
RESIST FAST-TALK -

POSSESSIONS

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10.

NAME:

COURAGE:		JETS:	
Break Down Door		Perceive	
Fight		Identify Dangerous Thing	
Fire Gun		Read	
Pick Up Heavy Thing		Set/Disarm Trap	
Throw		Track/Cover Tracks	
POISE:		MOXIE:	
Athletics		Detect/Tell Lie	
Dodge		Entertain	
Drive		Fast Talk	
Sleight of Hand		Handle Animal	
Sneak		Resist Fast Talk	

POSSESSIONS	BONUS

NAME:

COURAGE:		JETS:	
Break Down Door		Perceive	
Fight		Identify Dangerous Thing	
Fire Gun		Read	
Pick Up Heavy Thing		Set/Disarm Trap	
Throw		Track/Cover Tracks	
POISE:		MOXIE:	
Athletics		Detect/Tell Lie	
Dodge		Entertain	
Drive		Fast Talk	
Sleight of Hand		Handle Animal	
Sneak		Resist Fast Talk	

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POSSESSIONS	BONUS

INTRODUCTION: GENTLEMEN PREFER BRAINS

Hey gamers. Housewives With Chainsaws is a system light 1950's survival horror tabletop game. Keeping with the 50's theme, enemies include not only zombies, but aliens and body snatcher motifs.

The idea was to create a system that anyone, regardless of gaming experience, could pick up and instantly get to playing within five minutes. GMs will also find it incredibly simple to design encounters and monsters for their game, making prep work almost non existent.

The website housewiveswithchainsaws.yolasite.com contains all these rules, as well as a character sheet to download.

I hope you enjoy- Jesse

MAKING A HOMEMAKER

Making a character for HWC is incredibly simple.

1. Your starting hit points (HP) is 6. Your HP never goes above this amount.

2. Your starting plot points (PP) is 2. Your PP never goes above this amount.

3. The abilities a character has are defined with Attributes and Skills. A character has only four Attributes: Courage (measuring fighting prowess), Poise (grace and dexterity), Jets (smarts and savvy) and Moxie (charisma and social skills). Each Attribute has an amount of Skills grouped under it, like Fight under Courage and Dodge under Poise.

4. Attributes are defined by rolling 4d6, then assigning one to each attribute. Each Skill under your Attribute defaults to that number. *E.g. Stephanie rolls a 4 and puts it in Courage. All of the skills associated with Courage (Break Down Door, Fight, Fire Gun, Pick Up Heavy Thing, and Throw) all start at 4, since that is the number her Courage is.*

5. After your initial stats are rolled, you have 30 points to distribute between your various skills and purchasing starting possessions (see 'Possessions'). A skill is increased by 1 for every 1 point spent. The maximum number you can have in a skill is 9.

    No, that's seriously it.

HIT POINTS: Hit points are an abstract representation of your character's vitality at the current moment. Being wounded in combat subtracts hit points, while healing utility possessions and plot points can restore hit points. See 'Combat' for more details.

PLOT POINTS: Plot points are extremely powerful, allowing you to shift the story in your favor. All characters start with two plot points. GMs may award plot points during game to represent critical situations or for completing major tasks, but you may never have more than 2 plot points at a time. Your plot points return at the end of every game session or at story conclusion, whatever the GM determines.
You can use plot points to do the following:

- **LAST STAND:** You can spend a plot point to give yourself infinite ammo for one combat.
- **REVIVE:** If you are knocked unconscious, you can spend a plot point to put your HP at full and rejoin combat the following round. Enemies ignore recovering players in favor of those currently attacking.
- **REVIVE ALLY:** You can spend a plot point to revive an ally up to 6 squares away automatically, allowing them to rejoin combat the same round.
- **STROKE OF GENIUS:** You can spend a plot point to automatically succeed at any non-attack skill.
- **WEAPON CACHE:** You can spend a plot point to find a permanent +5 weapon hidden near you. The GM may choose to have the weapon up to six squares away, but the player is automatically aware of the weapon's existence. GMs should not make it more difficulty than an unopposed skill check to retrieve this weapon. The player chooses if it's a melee or ranged weapon. Projectile weapons are found with a full 12 shots. This weapon goes away at the end of the combat. Some examples may be a chainsaw that has it's motor burn out at the end of combat, a shotgun loaded with incendiary ammo that melts the barrel with the final shot, alien technology that mysterious fails, or a discovered detonator hooked up to explosives. Combining the Weapon Cache ability with Last Stand could produce a discovered mounted gun that finally runs out of ammo at the end of combat.

SKILLS: The 20 skills present in Housewives With Chainsaws represents a character's ability to perform any action they may want to undertake, from the ordinary to the daring. The higher a character's skill bonus is, the more proficient she is at performing tasks associated with it. See 'Character Skills' for more information.

POSSESIONS: Each character begins play with a number possessions- from weapons, healing items, and other equipment. As the game progresses, HWC encourages scavenging, fighting, environmental interaction, and improvisation to accumulate more possessions. See 'Possessions' for more information.

CHARACTER SKILLS

There are 20 skills in HWC, which are meant to be all inclusive for any action a player might want to undertake during game. The skill descriptions are intentionally short, as a GM may determine other actions are appropriately represented by a skill.

TABLE: SKILL DESCRIPTIONS	
COURAGE SKILLS	**DESCRIPTION**
Break Down Door	Entering an enclosed space by force
Fight	Melee combat – anything hand-to-hand
Fire Gun	Firearm combat – anything projectile based
Pick Up Heavy Thing	Lifting and supporting any object
Throw	Projectile weapons that use muscle propulsion
POISE SKILLS	
Athletics	Climbing, swimming, jumping, running, anything endurance related
Dodge	Acrobatics, anything defense related that deals with dexterity
Drive	Operating any vehicle
Sleight of Hand	Stealing, lock picking, palming, any sort of legerdemain
Sneak	Staying physically hidden
JETS SKILLS	
Perceive	Anything to do with perception with the five senses
Identify Dangerous Thing	Recognizing danger, sensing motives
Read	Finding information in any written, printed, or illustrated formats
Set/Disarm Trap	Bypassing electronic security; simple & complex trap making and disarming
Track/Cover Tracks	Locating and resisting someone using detectable evidence to find you
MOXIE SKILLS	
Detect/Tell Lie	Telling and recognizing falsehoods in social skill checks
Entertain	Any sort of performance
Fast-Talk	Using diplomacy, manipulation, or intimidation to gain social leverage
Handle Animal	Any animal training and handling technique
Resist Fast-Talk	Avoiding social manipulation

UNOPPOSED SKILL CHECKS: Roll 2d6. If the sum of the dice is equal or less than your skill modifier, your succeed at your skill check. If you roll above your skill modifier, you fail.

OPPOSED SKILL CHECKS: If you're opposed by another character or NPC, you roll 2d6 + your appropriate skill modifier against your opposition's counter skill. In the case of a tie, both parties reroll until a winner is determined.

RULE OF THREE: Players that fail an unopposed skill check may retry twice, for a total of three chances to succeed. If they fail all three, they are profoundly stumped and may not attempt that specific action for 24 hours. Players can attempt to use other relevant skills under a different attribute tree to reach similar results. GMs are encouraged to increase the difficulty of succeeding whenever relevant following a retest by lowering a player's skill modifier. As a rule of thumb, -1 to -3 is a sufficient number except in unusual circumstances.

ALTERNATE RULE: 50/50:A GM may determine that a particular action is not covered by a skill in game or represents luck more than skill. A quick way to resolve this is to have a player declare odd or even before rolling a d6. If the number turns up as the player called, he is successful. Otherwise, he fails. The 50/50 roll may not qualify for the Rule of Three per GM's discretion.

ALTERNATE RULE: COMPLEX TECHNOLOGY: Dealing with simple technology (i.e. technology lacking any contextual awareness) should be treated as unopposed checks, but opposed skill checks can also occur with some types of machines. Hacking an alien computer could require opposed checks, with bonuses being awarded to the technology depending on complexity. The "rule of three" still applies, but failure may mean dire consequences like setting off an alarm or triggering a self-destruct sequence.

TABLE: MODIFIERS FOR COMPLEX TECHNOLOGY		
Complexity	**Example**	**Possible bonuses**
Civilian	Magnetically locked door	+0 - +4
Military	Door with security camera and keycard reader	+5 - +9
Prototype	Alien multi-retina scanner portal device	+10

POSSESSIONS

There are two types of possessions: weapon and utility. Weapons cover any sort of improvised or constructed tool for combat, while utility often provides skill bonuses or health. Characters can carry up to ten possessions at a time. Possessions are bought during character creation with the same pool of points used to increase your skills. Possessions can be described as anything aesthetically - the bonuses provided are dependent on the cost of said item. Players should work with their GM to come up with the descriptions of their possessions.

- **WEAPONS**: This is any sort of melee, ranged, or projectile weapon. Temporary weapons may be a golf club that breaks after three hits or a scotch bottle-turned-Molotov, while a permanent weapon might be the all mighty chainsaw or a shotgun. The weapon's bonus is the amount of damage it deals. Temporary bonus weapons break after three uses. Explosive one use items like grenades and landmines are consumed after one use, but deal its damage to three different targets within a range approved by the GM. Permanent bonus weapons function until a player rolls a double 1's on 2d6 during combat, at which point the weapon cannot be used for one round, representing the weapon being stuck in a creature, misfiring, being reloaded, or explosion being delayed due to faulty design. For more information, see the combat section of 'Rules'.
- **UTILITY (HEAL)**: Medicine, comfort food, or strange alien syringes filled with bubbling liquid- whatever it is, these valuable items restore lost health. Permanent heal utility items do not exist. The bonus is the amount of hit points this possession heals.
- **UTILITY (SKILL)**: These items grant a bonus to any of the 20 skills in game. Temporary items might be peachbloom lipstick and rouge for Fast Talk, while a permanent bonus might be Browline glasses for Read. Temporary bonus items are consumed after three uses. Permanent bonus items function until a player loses it due to theft or destruction, or abandons it to make room for another possession.

ALTERNATE RULE: POSSESSION RESTRICTIONS GMs wanting to make possessions a little more rare can use this rule to make certain bonuses harder to attain by adding clearance levels to items. Simply put, characters cannot acquire items beyond their clearance level. All characters start with civilian clearance level. They can purchase a military clearance level by spending 10 points from their skills and possessions pool. Prototype possessions cannot be initially purchased and are only found in-game with this rule. While this rule is often used to restrict initial weapons purchases, this can also be used to make tools and heal utility items more valuable, adding emphasis to item conservation.

TABLE: POSSESSION RESTRICTIONS		
Clearance level	**Example item with relevant skill**	**Bonuses Available**
Civilian	Crowbar (Break Down Door)	+1 to +3
Military	Plasma landmine (Set/Disarm Trap)	+4 to +5
Prototype	Herbert West's Resurrection Injection (Heal)	+6

TABLE: POSSESSION COSTS			
	Bonus Granted	**Temporary Cost**	**Permanent Cost**
WEAPON	+1	1	3
	+2	2	5
	+3	3	7
	+4	5	10
	+5	8	15
	+6	12	20
UTILITY (HEAL)	+1	1	--
	+2	2	--
	+3	3	--
	+4	5	--
	+5	7	--
	+6	10	--
UTILITY (SKILL)	+1	1	2
	+2	2	5
	+3	3	8
	+4	5	12
	+5	7	16
	+6	10	20

COMBAT

TABLE: TYPES OF ACTIONS	
	WHAT YOU CAN DO
ATTACK ACTION	*Use your weapon, move your full movement, using an opposed skill, manipulating a complex device or machine, revive a downed ally*
MOVE ACTION	*Move your full movement, using an unopposed skill, retrieve a possession, stand up, manipulating a simple device or machine*
FREE ACTION	*Speak, drop a possession, drop to the floor, aim a projectile weapon, use a plot point*

Aim projectile weapon: If a player is using a projectile weapon or firearm, they must spend a free action each combat round to aim their weapon or they suffer a -1 to their attack roll.

Manipulating a machine or device: the GM determines what constitutes simple and complex machines or devices. In most cases, simple is civilian grade equipment, while complex involves military or prototype technology and vehicles.

Move your full movement: You can move your character up to six squares. If you are climbing, swimming, or jumping as part of your movement, you also need to roll an unopposed Athletics skill check. Moving through obstructed or difficult terrain requires an unopposed Dodge skill check, unless you are moving through an enemy square (at which point it is an opposed Dodge vs Fight skill check). Failing any of these skill checks knocks your character prone and ends your movement.

Retrieve a possession: If you have a hand free, you can retrieve any of your possessions on your character as a move action.

Revive: If an ally is unconscious, you can attempt to revive them. You can spend either a plot point (which has a range of 6 squares) or use a heal utility item when next to a down player. Spending a plot point puts them immediately at 6 HP, while using a heal utility item heals them of however much the bonus was like normal.

Stand up: Standing up from a prone position is a move action.

Use your weapon: You can attack with a weapon. Melee weapons can only strike enemies that are within 1 square of you. Thrown weapons can reach up to 5 squares away, while projectile weapons are accurate up to 10 squares away; see 'Attacks'.

Using a skill: You can use a skill that is actively opposed by an enemy or NPC as an attack action. If the skill check is unopposed, then it counts as a move action instead.

ATTACKS: When making an attack, you roll 2d6 + your relevant skill bonus as opposed by a Dodge skill check. Success means you hit, dealing damage equal to your weapon's bonus. Failure means you miss. Unarmed attacks always deal 1 point of damage. Some enemies or targets might count as unopposed skill checks, such as shooting a mindless zombie or gas tank, per GM discretion.

AMMO: Projectile weapons and firearms have a set amount of ammo. Roll 2d6 when you find a weapon in game to determine the amount of bullets you find with it. All purchased weapons come with a full 12 shots. Spending a plot point can give you infinite ammo during combat, see 'Plot Points'.

ALTERNATE RULE: CRIT HITS AND MISSES:
Critical Success: When rolling an attack, if you roll two 6's you automatically hit. In addition to your weapons damage bonus, roll an additional d6 and add the number to your damage. Some monsters with distinct weaknesses may be instantly killed by a critical success, such as a zombie being hit with a head shot. Players should not be instantly killed by a critical success automatically (unless you are a sadistic GM).
Critical Failure: On the other hand, if you roll two 1's while making an attack, you automatically miss, plus the weapon malfunctions and cannot be used for a round.

ALTERNATE RULE: COVER AND CONCEALMENT: GMs looking to reward good battlefield placement can choose to grant cover and concealment bonuses. GMs can determine to grant anywhere from a +1 to +5 bonus to a player's opposed dodge skill check against an enemy attack. As a rule of thumb, award a +1 for roughly every 10% of body coverage or concealment.

INJURY AND DEATH Every time a player is struck in combat, they take 1 point of damage, which is subtracted from their HP total. Certain creatures may deal more than 1 point of damage with their attacks, but these are extremely strong and should be saved for climatic fights. As a rule of thumb, most creatures deal 1 point of damage. Creatures that deal 2 points of damage are rare, and creatures that deal 3 points of damage should be unique and saved for boss fight scenarios.

When your HP is reduced to 0, you are knocked unconscious. If you still have plot points, you can revive yourself. Otherwise, you remain out for the rest of the combat. As long as one player character remains standing at the end of combat, all players will auto revive and be put at 3 HP following the conclusion of combat.

If all players are knocked unconscious without a way to revive themselves, the game is over.