

**M2012**  
**by Eric Bullis**

The year is 2012. Civilization lies in ruins. The Mayan calendar predicted the cataclysm, but failed to foresee how it would take place. The earth was not destroyed by meteors or cosmic forces. Nor was civilization struck down by global warming or nuclear winter. Instead, humanity encountered a tiny enemy that could not be seen or felt. This tiny foe, a virus, attacked humanity's most precious possession. This virus attacked the mind.

PAN (or the Panic Virus, as it is frequently called) mutated from a strain of Avian Flu in early 2011. It became an airborne pathogen and went undetected for months. People who were infected showed no symptoms. No quarantines were set. No health alerts were posted. By the time the warning-bells were sounded, more than 90% of the world's population was already infected.

The PAN virus lies dormant in various parts of the human brain, particularly in the hypothalamus and the cerebral cortex. After a 2-3 month gestation period, an outbreak takes place, permanently damaging the localized area of the brain. It seems to have produced a wide variety of severe psychological conditions.

The first cases of hysteria and insanity arose in Europe. Suicide rates soared. Homicidal rampages occurred hourly. Business stopped. Schools closed. Government agencies were helpless. By May, 2012, European social services had ground to a halt. Militaries disbanded. Police forces evaporated.

Then Asia exploded... literally.

Soldiers in Korea began a border skirmish that escalated into nuclear war. On April 3<sup>rd</sup>, 15 high-yield nuclear warheads were detonated over Korea, China, and Taiwan. The rest of the world watched in horror as 200 million people died in one day.

The rest of the world's nations began to fall like dominoes. Everyone went insane, to a greater or lesser degree. A portion of the population became suicidal. Others became homicidal. Some suffer from paranoid delusions, while others turned into cold-hearted sociopaths. Some only suffer from phobias, but many of their fears are justified. Over the course of 4 months, more than 3 billion people have died.

Perhaps the people who died early were the lucky ones. Famine and chaos have become the order of the day. Gangs of sociopaths prowl the streets, while catatonic schizoids drool in the gutters. Enraged psychopaths scream in the night, while paranoid survivalists scheme in their fortified homes...

*Welcome to 2012, a modern campaign setting for microlite20. Players take the roles of crazy heroes in an insane world. Money no longer has any value. Survival is the only thing that matters. Survival means clean water, plenty of food, secure shelter and ammo...  
Lots and lots of ammo!*

- Eric Bullis

## STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Stat bonus = (STAT-10)/2, round down. Subtract 2 points from the MIND statistic and then choose a form of insanity that seems appropriate for your character.

## SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1<sup>st</sup> level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a maximum of 4 + Level in any single skill).

The 4 Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing, Jumping or Swimming	=	STR	+	PHYS
Dodging or Tumbling	=	DEX	+	PHYS
Hiding, Sneaking or Picking Locks	=	DEX	+	SUBT
Detecting Lies or Hearing Noise	=	MIND	+	SUBT
Hunting, Farming or Survival	=	MIND	+	PHYS
Interpreting Body Language	=	MIND	+	COMM

## SAVING THROWS

Use STR + Level for FORTITUDE saves, DEX + Level for REFLEX saves, and MIND + Level for WILL saves.

## HIT POINTS

Hit Points = STR stat + 1d6 per level. If HP reach 0, the character is unconscious and near death. Make a DC 15 FORT save to survive. Characters heal 2 + STR bonus in HP per day.

## COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only "free actions" are drawing a handy weapon or speaking.

Melee attack bonus	=	STR	+	Level
Missile attack bonus	=	DEX	+	Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the head) is frequently required. Called shots suffer a -4 attack penalty.

## WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (15'/30'/45' range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage.

**Auto-fire:** an automatic weapon can spray a 10'x10' area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

## **EXPLOSIVES**

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6, +1d6 for each additional stick, (10' radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius).

## **ARMOR**

Light (leather jacket) = +2 AC, Medium (flak vest) = +4 AC, Heavy (riot armor) = +6 AC, Shield = +2 AC.  
Armor Class (AC) = 10 + DEX Bonus + Armor Bonus.

## **HAZARDS**

**Falling:** 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

**Poison:** FORTITUDE save to avoid or for half, depending on poison.

**Extreme Heat & Cold:** Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

## **LEVEL ADVANCEMENT**

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills. If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND.

## **ENEMIES**

In M2012, almost anyone is a potential enemy. Most of them are 0 level characters with 4 skill points and hit points equal to their STR stat. To create challenging foes, simply give them better statistics and character levels. Finally, assign them a form of insanity from the chart below.

**BLUE COLLAR WORKER:** LEVEL 0, STR 12, DEX 10, MIND 8, PHYS +2, SUBT +1, KNOW +0, COMM +1. HP 12, AC 12 (leather jacket), Melee Attack +1, Missile Attack +0.

**SOLDIER OR POLICE OFFICER:** LEVEL 1, STR 12, DEX 12, MIND 8, PHYS +3, SUBT +3, KNOW +1, COMM+1, HP 15, AC 16 (flak vest), Melee Attack +2, Missile Attack +2.

**SCIENTIST OR WHITE COLLAR WORKER:** LEVEL 0, STR 10, DEX 10, MIND 12, PHYS +0, SUBT +1, KNOW +2, COMM+1, HP 10, AC 10 (no armor), Melee Attack +0, Missile Attack +0.

## **INSANITY**

The PAN virus causes a permanent loss of 2 MIND points in addition to causing insanity. Roll percentage dice to randomly determine insanity type. Each one of these broad categories of insanity can be altered as needed. A mind is a complicated thing; a twisted mind is even more complicated...

- 01-10 Mild Impact; minor phobias, manias, insecurities, and personality disorders
- 10-15 Psychosexual Disorder; a bizarre sexual obsession or compulsion
- 15-30 Severe Depression or Bi-Polar Disorder; suicidal behavior is common
- 30-35 Catatonic; complete immobility, emotional detachment
- 35-55 Paranoid Schizophrenia; hallucinations, illogical thinking, delusions of persecution
- 55-70 Dissociative Fugue (memory loss) or Multiple Personality Disorder
- 70-85 Sociopath; unemotional and without conscience -- a cold-hearted killer
- 85-100 Enraged Psychopath; violent, illogical, paranoid and emotional